

# FIRE-BREATHING CRAZE HITS HEARTLAND!

# nguisiter HERALDED

OCT. 8, 1998

Secret life revealed



# Sheep makes case on national TV!



**Embittered sheep stages** anti-Spyro protests.

















compete in the North American O.D.T. Paintball Cha

PRIZE PACKAGE INCLUDES:

Round-tip air fare to and from Chicago, IL from any international airport in North America.

2 nights stared accommodation in Chicago.







### Tails is the Scrappy Doo of Gaming

By John Davison • john\_davison⊛zd.com



It while he are an ide friend back on the cover of CSR 10117. As has been revealed on a mished of occasion in center benths, he has steally been on the cover of this particular imagazine more times than any other singlecharacter. He was been view proposition in the past. Lot we rever all title contacted that desired any other services of the cover of the contacted has been been as the contact of the cover of the

ure that he used to be.

Them the results we get back platch you'll see in our feature) the good tools of from the results we get back platch you'll see in our feature). Until about a mothin ago everyone severed to be adopting a walk and see "all the severed has been adopted to be seen. See a sould be the years, which we less greatly interested by the sees. See a sould be a seen and the sees of the sees of the sees and the sees of the

awful lot of reasons to argue that the little guy is no longer the slick numero

him. Yet you still think Sonic Adventure is going to be "the one" ... and so do we.
"Disgustingly cute, stupid-looking fluffy twin tails,

corny name, big soppy eyes ... yuck. He's the Scrappy Doo of the games world isn't he?"

Fortundate, from some ruman were seen picking up den fin his is to best missed in the even of beam officing as a function to seek and the week of the seek on some that the entity include of the seek on some that the entity include virtual rightery with the orders between seek position from the seek of the special fromer missed with the of entity the seek of seek of the special fromer missed with the orders between devices the seek of the special fromer missed to the special fromer missed to the special fromer missed on the seek of the special fromer missed to the seek of the special fromer missed on the seek of the special fromer seek

Number 11.11 November 1998

Publisher Josethan Lane Editorial Director J. L. Funk • per funktion com

Editor in Chief
Jehn Dusco - Jehn JavisonRud.com
Managing Editor
Jean Haper - Seon Haper/Ed.com
Features Editor
Crispin Boyer - Crispin Joyer@ad.com
Reviews Editor
Jehn Reclard - Jehn riccient@ad.com

John Strate Strate of Control Strate Strate

Centributing Editors
James Meike - Mart MacDanald - Ryan Mac Donald
Jee Felor - Joedindeogenes.com
Moira Mydooh - moiralfvideogenes.com
jeens Editor Cers Johnston - chris johnstonfed.com

Tricks Editor
Form Menich = tricksRed.com
Arcade Editor
Marit Hain = mark hain@d.com
West Coest Editor
West Coest Editor
West Coest Editor
Third-Party Liaison
John Steckhaldson = one stockhaldson@d.com

Creative Director
Wichel Sassa's Indiassas/Fai.com
Senier Art Director
Cyril Woodw Cyril woodw/Serier
Associate Art Directors
Associate Art Directors
Anore Buryel Jin Configure, Sott Paras

ndrew Burwell, Jim Cordana, Scott Par CRYO BUREAU flux Embertalisment hard Levy, COS & Bureau Chief letther Galgani, Producer Joseph Spingarta Follocer

Managing Copy Editor Jenifel Wittesdes Copy Editor Jo-C/M. Gamen Production Director Mar Carres

Production Manager Paul Grete Prepress Manager Days McCachen Production Assistant Chis Melody, National Manager

Pamela Schneider Systems Analyst Merk Lefebvre • mark\_lefebvre@cd.

Business Director Catly Bendell Corporate Counsel Robert Adut Circulation Director Jose McIngrey

Shirley Viel Newspland Sales Manage On Sales Circulation Coordinator Ann-Marie Mrczyski

SUBSCRIPTION SERVICE NUMB 303-665-8930 (U.S. ONLY) Subscription Service Web Sitts: http://subscribe.egmmag.com/service

2ff Cavis Vided Game Croup 135 Main St., 14th Floor, San Francisco, CA. 9481 Releptione: 485-357-5200 Fax: 415-957-5298 Assoc., Publisher Sales & Marketti Jenin Forter 161: 45-557-5200 e-mait iennie parkerikot.co

Regional Sales Manager, Northwest Jan 1988 B: 45-357-325 e mai: jos valledist.com District Seles Manager, Southwest

by 45-33-5600 r-mait karen Landonflottom District Sales Manager, Midwest & East Coast Ashoot Local Coast 26-510-76-7722, pt. 342 r-mait anthony georgeflot.com Marketing Manager

Sense Carrol

at 45 151 5443, o mail usuan carrollifot.com
Sense Advertising Materials To:
Advertising Coordinator
Man furification

Founder Steve Harris





### MMPPFF MUPF MUMMFF MUH MUPF MUMF MUMFUMFMUH MUMMPF

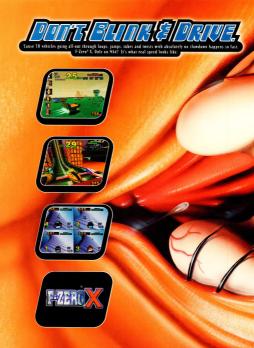




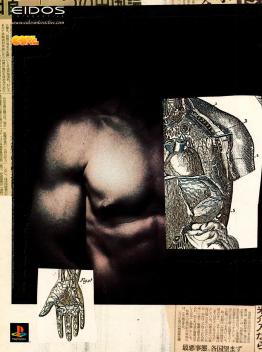












To hell with the fittest.

Surviving with your organs

intact is victory enough.



From the creators of Tomb Raider and Fighting Force.





### Contents Electronic Gaming Monthly, November 1998, Issue 112

### **Features**

### 184 - The Great Blue Hope

The fastest hedgehog in the world certainly took his time cetting here, but Sonic finally returns in a new game, with a new look, on a new system.

214 - How to Buy an Arcade Machine This second installment in our new How-to series. shows you the ins and outs of building your own arcade at home, one 300-pound machine at a time

### Departments

6 - Editorial ID talks about Sonic, the Dreamcast and Scrappy-Doo.

### 18 - Letters

### Trouble with girls ... what else is new?

32 - News The present and future of the PlayStation according to

### Phil Harrison, Sony's third-party relations and R&D guru. 48 - Gaming Gossip

This month, the Q-Mann separates rumor from truth.

### 240 - Review Crew F-Zero X. NHL 99. CW: Vengeance and a lot more.

PREVIEWS

60 - Nintendo 64 Previews ore shots of Zelda 64 and previews of of Turok 2 (and its beautiful Hi-res Mode) Rush 2 and Extreme-G 2, among others

### 100 - PlayStation Previews Take a look at our coverage of MGS. Drives from Reflections, Destreya from Koel

Invasion From Beyond and many more



164 - Saturn Previews month. Specifically, Wachenröder 170 - Arcade Previews

### We look at Soul Calibur by Namco. Hell Knight from Konami, Street

Fighter Alpha 3 plus a few others

### 256 - Jump Start

### Two this month: Spyro the Dragon and Street Fighter Alpha 3. 264 - Tricks of the Trade

Major League Baseball Featuring Ken Griffey Ir.: Angels in the Outfield, Pitcher Dance, World Series Win and more.

276 - Get Some! Lots of cool Star Wars stuff, Crash figures and DVD players

### 278 - The Final Word Video games are in the mainstream whether you like it

or not. How and why? Shawn examines the issue.

### 226 - The Color Purple

The most successful system in gaming history finally shows its true colors. We get the Game Roy Color in our sweaty little paws and preview its launch titles. We also get to the bottom of this whole Pokémon thing.



### Game Directory







### ACTIVISION



AUTHENTIC KUNG-FU ACTION



LEGENDARY ANIMAL CLAN BATTLES



BEAUTIFULLY ANIMATED ADVENTURE

Strut your bad self through 20 intense levels of sweeping rivers and dense bamboo forests on your guest to defeat the Dragon Master.



Take on lethal animal enemies inspired by Chinese legend, including muscle bound snakes and ferocious wild boar.



Send them flyin' with over 100 character moves and authentic Kung Fu attacks like the Leopard Pounce and the Monkey Roll.



Then, unleash your tiger attacks, and finish 'em off with thrashing claws and razor-sharp teeth.

Tai Fu-putting the "FU" in Kung Fu.



That's Chinese For Kick Ass.



TACKLES, JUKED ONE CORNER AND BLEW
THE NUMBERS OFF THE FREE SAFETY.
C'MON, LET THE GUY DANCE.



The control of the co

GAMEDAY 99







**n**letters Compiled by Shoe

### Do-It-Yourselfers

Well, despite being not much of a wrestling fan, I just played the PS version of WWF War Zone, and it has to be one of the most innovative. enjoyable games I've played in recent months. Why? Great graphics? They're good but nothing to shout about. Superb gameplay? Once again, good but a bit sluggish and repetitive. No. What made the game enjoyable for hours on end was not its gameplay but one tiny little feature that was so grossly understated in the game's advertising: the custom character builder. Never before has a game option so made me want to shout,

Letter of the Monti

"It's about 85/\$\*ing time!!" After reading the Review Crew's comments about both versions of War Zone in which the custom feature was repeatedly out forth as the best aspect, it makes me wonder why Tekken 4 or Mortal Kombat 5, if and when they come out, will still very l'kely not contain any such feature. After all, now that we've seen it done so well in War Zone, there is no excuse for developers not to start nutting this kind of thing in their games

Many years ago in those primitive days of the SNES, I saw a preview of a Japanese game which allowed you to design the Title Screen, sprites weapons and even music to make

We seem also deventable when we seem that Markov gaines were well as the Markov gaines were well as the Markov gaines were as the Markov gaines who was the Markov gaines who was the Markov gaines who was to be a seem of the Markov gaines who was the Markov gaines in the Markov gaines who was the Markov

"Cool," I thought, "When does it come to North America?" The answer was not long in coming: never. Then, only a few months ago in EGM issue #108. I saw the screenshots for ASCII's Fighter and RPG Makers. Once again, I thought that they were a dream come true, but somehow, I knew that neither one would ever see the light of day in the West. Sure enough, Issue #110 had the bad, but not unexpected news: the Makers were canned. How did I know this was going to hangen? Because even though level builders and custom character makers rate very high on the "Well, duh!" meter, same companies seem far more interested

like Crime Killer and monotonous twitch games like One or Forsaken, So imagine for a second a fighting game where instead of two or three hidden fighters, you made as many hidden fighters as you wanted ... or even better, a GoldenEve ooz level/weapon/enemy designer with a user-friendly interface. Because if the designers are running out of ideas (and these days, it seems that they are but for a few exceptions) then

a little more creative control

unoriginal, recycled crap; cartoon

gibberish like Blasto, tired cop games

### maybe it's time to let gamers exercise Joe Mossman Brockville, Ontario, Canada

Rhed Schools for the PS, in order to relation the game in this for the

Second Process South proc South Commission of the Southern South Commission of Southern South and Tracks for South South South South Tall 1988 grows and process

### You can write EGM at:

EGM Letters 1920 Highland Ave., #222 Lombard, IL 60148

For subscription problems. please call (303) 665-8930, or check out www.zdnet.com/zdsubs/egm/service/

Please note: We reserve the right to edit any correspondence for space purposes. If you 't want your name, city/state or e-mail address printed, tell us so (but please include your phone number and mailing address for etter of the Month consideration)

PLEASE NOTE OUR NEW E-MAIL ADDRESS!

### Paid To Plau

I have owned a PlayStation since Sept. so. 1995, Now, Sony is selling a Dual Shock System for \$129.95. I feel that this is a great deal for people who do not gwn a PS. Customers like myself, however, may feel mistreated. My mom paid \$400 for my PlayStation in 1995, and now new owners are paying just \$120.05 for a PlayStation. Dual Shock controller and the Sound Scone It's really unfair if you think about it. Shouldn't we long-time PlayStation owners get something in return? We're the ones who helped make the system a success! Dexter Lee

Jacksonville, FL

You already had something in return. You've been playing PlayStation games on your own system for the past three years now Here's a friendly piece of advice: If you buy new technology right away, whether it'd be a DVD player, HD TV or video game system, you're more than likely paying the highest price that item will ever have. But you'll also get to use that item right away rather than later when the technology grows cheaper ... and older.

You could've waited for a less expensive PlayStation. But every year you're waiting is a year you're not playing, just remember that when Dreamcast or PlayStation 2 comes out-you can pay a lot to play it right away, or you can wait for a better deal two to three years down the road.

### The Real Review Crew

My brother claims the pictures next to the Review Crew members aren't really what you



# DEVILISHLY ADDICTIVE



A High-Speed 3D Multi-Player Puzzle Game for the PlayStation-Game Console











### eem letters

look like. He says the actual Crew is probably "a bunch of fat guys with kegs of beer." He tells me the fake pictures are there to appeal to the readers and make your reviews more convincing. Though the beer part is most likely true, I refuse to believe those aren't your real faces (except for Sushi-X) Pete Naggi

Riverside, CA

C'mon. If we were going to use fake photographs, we would've picked betterlooking people.

### It's All In The Bra

Has there been any job openings since you last played decapitato? Uhh ... never mind. I wanted to know, why does every guy I talk to like Tifa over Aeris??!! Aeris is so much prettier. Given, she's not the best fighter, but her magic skills make up for it. Come on guys, she died trying to save the planet! I bet if Aeris were wearing a microscopic miniskirt and sports bra like Tifa, they'd think twice ... pigs!

Rachel Spangle Pasadena, MD

Well, a lot of men think Tifa's hotter for a couple of obvious reasons. We can't help it. Men are pigs. Maybe if we had some female

influences around our offices -Hey Aeris, the EGW boys think I'm batter than you! What do you think about that?

### Problems With The Old Lady

I am a new subscriber to your magazine, Hust issue, and read it cover to cover that same evening. One problem. My wife

and I were going over your reviews, when suddenly she surker punched me with a question. "Why are there no women reviewers?" Oh crap! One minute, we're going over games that we're avoiding buying, thanks to your reviews, the next my

eyes sort of gloss over,

and I'm stuttering nonsense trying to change the subject, "Oh look honey, Diablo has a Two-player Mode. We can bond?" [Editor's note: This is an old letter we've kept around, that's why Mr. Turner's talking about Diable] Then her attitude kicks in. "What do they think? Women only play Virtual Barbie or

Ms. Pac-Mant?" Being a new reader, I don't know what your staff lineup consists of. Do you rotate people? Please, but one of your regular guys

in drag and call him Susan from now on. Otherwise, I'll be in hell every time a new EGM arrives Help me! She's twisting my ear demanding

a sequel to GoldenEvel AAAAUUGGGHHHI!!

Lakewood, CA

Funny you should mention dressing up in drag. Once. Dean Hager ... um, never mind. Anyway, hardly any women have applied to work at EGM as an editor. Our fat, drunken pig attitudes have probably scared a lot of you away. But if you think you can give EGM the feminine touch it needs (and

we're done with the drag subject now, by the way), send your résumé, cover letter and writing samples (previews and reviews) to: Electronic Gaming Monthly

Attn: John Davison 1920 Highland Ave., Suite #222 Lombard, IL 60148 We're not saving we're hiring ... we're just saving you can always send in your goods

for employment considerations. Who knows when a spot will open up on Review Crew? We Need 2 and 3

### I'm starting a petition to get Sega to

release the other two scenarios of Shining Force III. Please post this letter so interested Brewfam@gateway.net

Trick Of The Century I have a trick for WCW vs. NWO World Tour for the Nintendo 64. If you're in a pin or

submission hold, push the control stick in any direction to get out of it. "z-pac" Dunbar, PA

There you go folks: the world's best trick.

### Insert Free Plug

I noticed in issue #111, the Review Crew out the smack down heavily on a few games. I have been subscribing to EGM for a long time now, and I don't ever recall seeing such harribly low scores as the ones Deadly Arts. got: a combined total of 7.0. Hot damn, that sucks. Has there ever been anything that scored that low previously? heckczar@postoffice.ccis.com

Right off the top of our heads ... no. But keep an eye out for our 1999 Video Game Buyer's Guide (it should be out in November). This book, on top of other things, will have a comprehensive listing of all the scores for every game EGM has ever reviewed in our nine-and-a-half-year history.

that this typo is probably a copyright

### The Dunamic Duo I normally wouldn't be this picky, except

violation. In your preview of the upcon Final Fantasy VIII demo, you make a reference to "Biggs" and "Wedge" from Final Fantasy VI and VII. Biggs and Wedge are the guys from Star Wars. You are thinking of Vicks and Wedge. KYele@aol.com

Actually, it's Biggs and Wedge

### "Riggs" from the Japanese FFVI was mistranslated into "Vicks" for the U.S. FFIII. This was fixed for Final Fantasy VII and will hopefully be

right in the U.S. part VIII. It's All In The Name Lunderstand Dreamcast is a hybrid of the words "dream" and "broadcast," but it sounds like someone had a little too much vodka before the entire hour it

took them to think of it. The name sounds like they're trying to sell some kind of magical fishing lure. Christ.Hatcher2@gte.net

Will gamers look at the name Dreamcast as sounding stupid and dismiss the possibility of buying the system entirely?

### What is the oldest video game vou are still

today?

Venture for the Colerovision davcov@usaor.net The old, but gold, Mega Man 1. Mrfrog509@aol.com Hell, I still play Pone! playing i thandro@hotmall.com

Excitebike, baby! Creating your own tracks and the sound effects rule! RTGTSViper@sol.com

How about this ... Horse Racing on the Intellivision. Zeenborz@aol.com Your number-one game and mine too: Tetris.

**Question of the Moment** 

KhanX64@aol.com Galaga. No shooter can ever top it, and no sequel will live up to it. flynn@aracnet.com Jungle Hunt on my Atari. GamingGuv1@aol.com

I still play the NES classic Duck Hunt, It's the ultimate stress reliever. Except for that darn laughing dog ... mikesdcool@aol.com Train for an exciting career in janitorial services.



Round to mess with it.



# MORE THAN A MILLION FAIS CART BE WRONG:



Relaice ... SingleTrac is releasing Roque Trip the spiritual successor to everyone's favorite car

combat franchise DSA

nyone can loke mis genre to the next level, they
(SingleTrac) are the ones that can do to **-PS Extreme** 



Roque Trip, from the demented minds at SingleTrac, is a blast. -Game Informer





Tongue-in-cheek delivery and over-the-top action make this one helluva enjoyable ride.

SingleTrac once again roves that car combat is its forte." new

COURS THIS FALL MON SHELETRAC THE KINGS OF COMBAT.





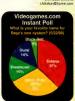






### egm letters

You guys at EGM should do a survey on what people think of the name. Maybe Sega will rethink the name if the results are really bad. Chimaeze Chikeka



You can see from this older poll that Dreamcast wasn't the most popular name around. But it doesn't really matter what we all think now. Dreamcast is it.

### In The Hot Spat

What's the deal with bashing Rush (the band? In your Cotober Issue, you have them listed in the "NOT" column of HOT. a NOT @ EMM [in Stuht's Hies], Who is the weakminded foot that decided the world's greatest band was not good enough to be HOT? I know a lot of people who would be outraged to hear abous EGM's trashing of the tion form Canada.

### Jon Huff Kansas City, MO

Picture this: Shawn Smith's desk is next to arcade editor Mark Hain's desk. Mark Hain really likes Rush. Mark Hain palay his Rush. 10 every day (and we mean, every day). Mark Hain leaves Rush Clo Delaring at his desk, even when he's not there. Rush Continues to play all day. Shawn Smith gets every irritated after months of this. Shawn Smith gets sick of Rush. Shawn Smith patris sick of Rush. Shawn Smith patris sick of Rush. Shawn Smith patris sick Nation.

### Mystery Solved I've finally cracked the code why some

people think you guys are blased. They are so used to hearing the company lines from other magazines, that when they road a real review, they think it's blased. n\_drinkwater@email.msn.com

### Rising To The Occasion

is it just me, or does everybody get a woody when they receive a new issue of

SATPSXN64@sol.com
Hmmm ... Rachel Spangle of Pasadena,

Md. ... want to answer this guy's question?

### The New-And-Improved EGM Why don't you just change Electronic

Goming Monthly to Erotic Goming Monthly and just review porno games? songoukou@earthlink.net

Hmmm ... SATPSXN64, what do you think of this idea?

### A Small Request

I was wondering if it were at all possible to get a complete list of all RPGs, past, present and future. I would also like to know their availability and present going prices. Rob Gallagher Smithfield, RI

Sure ... Just wait by your mailbox. We'll mail that out to you right away.

### We're Only Human

Aren't you guys supposed to a top-notch magazine?? I mean every time I get a new EGM, there's always an "OOPS" section in EGM Letters. No offense, but aren't you guys professional journalists? I bet you so bucks that the OOPS section will be in the mag for four more issues. I know people can make mistakes, but come oo!

Which brings us to ...

Emberlin Stark

grimmtooth@usa.net

### BOPS Last month, we incorrectly listed Nauchty

Dog as Spyro the Dragon's developer. Insumise is making the game, not Naughty Dog. Unfortunately, our fingers slipped while typing. We'd like to make a BIG apology to the folks at Insumiliac. We hope they don't lose too much sleep over our mistake ...

### Letter Art

Where creativity, your favorite video game and a stamp can make you immortal!\*

### WINNER Joseph Mendoza Los Angeles, CA

Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation, it features rapid-fire controls for all buttons and slow

motion for those

intense moments.

### Close, but no controller







Justin Trenary Salvador Nieto, Jr. Columbus, GA Chicago, It.



Andy Madolora — Wahilawa, HI



can be reprised.



IT'S WHY YOU STARTED PLAYING RPG'S IN THE FIRST PLACE.







or sime you, mely half discusses. Talks of politicity distinces correspond not true explanated of the PER groun bound plant and make, planting the Risks and in search of an extreme of the contract Arbertans. National executions and powerful they develop thisis own limitingeness and pull. Out more than the amounting explant in roat time, making exemine and intomeries flows over sureth. Four frontings the relation on a parasite original real secondary for your next poleronize. Takes of Desting, A true PDS credited with the RPS commissioners in midd.



# ASK SushiWy friend has Grand Theth Auto and it Liefs But something has been puzzling us. The bath of the East, Hay one or how

rules. But something has been puzzling us. On the back of the case, it says one or two players, but there is no two-player option in the game. Is there a code to play two players? Or is it just a misprint? Johnny Sullivan

bing311@webtv.net

It's a misprint. The second run of GTA correctly states that it's a one-player game.



Despite what the back of the box says. Grand Theft Auto is a one-player game I betch a someone at Take 2 Interactive caught hell for that one!

Pve been a diebard lighting game fan, and Jat recordly bacemel interested in IPGs. Pve played and beaten final Fantasy VII (several times), but now In end a new game to keep me busy until the release of FPVIII. Was wondering IPou had any good suggestions for RPGs with a good story interulation of the property of the property of principal property of the property of Final Fantasy Tackel I suck at the battle sequences.) Peace help me: "Archit Blaze"

New Market, AL

Well, if you like those cinematic RPGtypes, you might like Parasite Eve (though it has as much in common with Resident Evil as Final Fantasy). You should check out Wild Arms as well. It's not as pretty as FFVII, but it's a more "traditional" RPG. And if you have a Saturn, you gotta get your hands on Panzer Dragoon Saga. Panzer Saga's combat.

have a Saturn, you gotta get your hands on Panzer Dragoon Saga. Panzer Saga's combat system rules! Don't worry though. There are plenty of RPGs on their way to keep you busy until

the big VIII rolls around.

Is Kazuya playable in Tekken 3? Jordan Howell Canton, OH

Howell second on, OH Trainin

I've been wondering. Since Dennis Rodman has been popping up in the WCW and NWO world here and there, will he be a playable character in WCW/NWO Revenge? Will Sellers

Since "The Worm" isn't with WCW or NWO in any official sense (he doesn't "belong" to them—he's simply a guest), he won't be appearing in the game. THQ would have to license Rodman out separately for any video game appearances.

Arcadia, CA

I bought Microsoft Flight Simulator 98 for my computer. The game is awesome, but I have one problem. How do I find out what all the gauges are for? The game tells me to do this and that, but I have to guess because I don't know what all the gauges are for. Any help would be nice.

storm1271@aol.com

You really don't read EGM, do you?

I just got the October issue and read the Rivid Schools preview. It mentioned that the game was coming out with the second disc, but I read on the Internet that Rivid Schools was coming out without the second disc was coming out without the second disc because it was "too lapanee." I was no ping so the clause it was "too lapanee." I was no ping it don't want to buy the import if you could clear this matter up for me 'ause I don't want to buy the import if you wan ping in the second disc.

Armand Seebasio.

cyclopsii@hotmail.com

source of misinformation ... ahem, outside of our own videogemes.com of course. Rhral Schools will ship with a second disc. What is Shoe reported in Letters, the Edit Character and School Life Models are out. All character and School Life Models are out. All character and School Life Models are out. All the character and School Life Models are out. All the character and School Life Models are out. All the character and School Life Models are out. The silly thing is, the evolution disc (the second disc) has the full one- and two-player game on it. Two don't really need the

Ahh ... the Internet. The world's biggest

player game on it. You don't really need the arcade disc (the primary CD) for too much. The only important feature it has that the second disc doesn't have is a free-style Training Mode. It seems to me like the entire Rival Schools package should've been compacted on one disc. egm letters

Who's the most hardcore gamer of them all? Why it's our very own Sushi-X, Efectronic Gamlag Monthly's top video game expert. If you have a game-specific question for our mysterious ninja freak, er, friend, write him! He'll pick out a few and answer them as only he knows how. Send your questions to: SuchiX

1920 Highland Ave. #222 Lombard, IL 60148 e-mall: sushi\_x@zd.com

My friend told me about a secret passage in GoldenEye oop in the bathroom of the facility level. I tried to find it, but I can't. Can you tell me if there is a secret passage, and how to get it to open?

Sarad McConnell

Shreveport, LA

Laff's see ... the only thing! can think of is the little glitch that lets you climb back into the ducts above the toiles stalls. To do so, state on the toilest below the open wet with right on the follest below the open wet with right cames of light stardo is at the same store, while tuning left with the analog stick. You'll spin acount for a bit, then you'll suddenly pop your head up into the vent. At that moment, immediately walk backward and let go of the buttons. It may take a couple of tries. but that should

place you back in the ducts. It's a pointless trick for the single-player mission, but you can use it to hide in deathmatches. If you camp out in the ducts with any sort of wespon, all players respawning in there (who will be armed with mothing but their slapper) will be to oast. Plus, you can snipe at folks walking in to do number two.



Hiding above a touet stall can be advantageous in a firefight. Remembe you read it here fire.

In GamePro's newest issue, the first comment in their "Static" section said "Who's playing Sushi-X this week?" What does this mean?

Rollie Pemberton zulu@pop.planet.eon.net

It means "Scary Larry" and "Air Hendrix" don't think I'm a real person. Go figure.



# Sushi-X Files EGM #112 Something Special For Loyal Subscribers Only!

Send comments to the following address: The Sushi-X Files 1920 Highland Ave. Ste. 222 Lombard, IL 60148

e-mail: shawn\_smith@zd.com

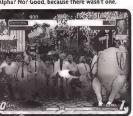
### A Short History of Turkeys in Video Games

n the spirit of Thanksgiving and all of the turkeys who will unwillingly give up their lives so families around the United States can feast, we bring you a short history of turkeys in video gaming. Why a short history you ask? Put simply, the turkey doesn't really have a history in video games. After extensive research, our in-house scientists found no proof whatsoever of turkeys anywhere in video game history. Sure, there may have been developers either from or based in the country of Turkey but unfortunately that doesn't quite count. But why? Why aren't there any turkeys in video games?

We went on the road with our quest. Well, kind of a road - the information super highway. We found plenty of delicious recipes and a load of ways to properly care for your bird but alas, we found nothing about turkeys in video games. Other animals have been represented in games - why no turkeys?

There have been a number of chickens in video games (in Zelda, Alfred Chicken, Freeway...maybe and others), which is in the same animal class as turkeys. Still, it doesn't really count. Could it be that

Remember the secret turkey in Street Fighter Alpha? No? Good, because there wasn't one.



the Lycos Picture & Sound Web site. www.lycos.com/picturethis/



Freeway did star a turkey but everyone passively accepted the thickly pixelized creature to be a chicken? Could history have been much, much different? The truth will never be uncovered-this will go into the same file as the IFK assassination, Area 51 and the alleged killing of Jimmy Hoffa. Stand strong turkeys!

So did Freeway star a chicken or a turkey? Those pixels are kind of big so who knows...



When asked whether or not Freeway stars turkeys, this rather edgy bird said, "I'm not at liberty to say, but I will say this: I'm not a happy turkey. Do you see any turkeys in games nowadays? No, we're just the main course of some overrated holiday. It's the chickens' faultdamn them. Things could've been so different for turkeys around the world!"

# Other Great Video Game Turkeys

There are plenty of bad games out there-you all know this as well as we do. As bad as some of them are, we can't just ignore them. With that said, the Sushi-X Files is proud to present an abridged list of some of the best video game turkeys of all time. And yes, we are talking about actual bad games here—not turkeys. So without further ado, here's a list of some really bad games.

- Earnest Evans Sega Genesis
- Coconut Atari 2600
- \* E.T. Atari 2600
- Deadly Arts Nintendo 64
- · Rise of the Robots Any System
- Shag Fu Sega Genesis
- Krazy Ivan Sega Saturn
- Lobo Sega Genesis
- Bubsy 3D Sony PlayStation
- · Dragon Heart Any System
- . I.I. and leff Turbo Grafx-16
- Shadow Warriors 3DO
- The Adventure of Willy Beamish Sega CD
- Metal Jack Super NES
- Dennis the Menace Super NES
- · Batman & Robin Game.Com
- Awesome Possum Sega Genesis
- Kung Food Lynx
- Bram Stoker's Dracula Sega CD
- \* PO'ed 3DO
- Astrod 2000 Sony PlayStation
- Plumbers Don't Wear Ties 3DO
- Last Battle Sega Genesis

Feel free to send in suggestions for upcoming



### **Planet of the Turks**

### by Shawn Smith









### Decapitato IN MOTION

Remember the Game Boy Camera movie we ran a few issues back? Well, one dedicated reader compiled the images into an animated (and rather large) graphic. There was another person who did this, but we don't have their URL anymoreresend it please! So if you don't have a Game Boy Camera and want to see our movie "in motion," theck out the following URL:

www.wvinter.net/~cws/Decap.html

And if you want to see a different kind of Decapitato animation (which is VERY bloody). check out this simple but very funny URL:

www.aracnet.com/~trimiew/index.html

Look for more Game Boy camera movies featuring senseless violence in future editions of Sushi-X Files. Remember: Don't do this stuff at home!

# **HOT & NOT**

Hey, why don't va'll start sending in your own lists. Perhaps in upcoming issues we can run reader Hot & Not lists Until then here's this month's

- · Sonic Adventure
- · Blitz 99 arcade
- · Blitz N64/PS
- Lowrider Bicycles
- · Andy Baran's severed head
- . Coffee and other stay-
- awake aids for deadline
- N64 4-Meg cart
- · Cotor Game Boy
- . Clinton for nailing interns
- . The New York Yankees DarkStalkers DVD
- · Tekken 3 figures
- iMacs
- Inflatable furniture
- Customized Vans
- · Conan O'Brien
- · Brown, stinky discharge
- Yak meltdowns

- Burst appendixes
- · Significant others who harass editors for staying late on deadline
- · The video game violence debate
- · Crusty old original toaster
- sized Game Boys · EGM not getting many
- résumés from aspiring
- · Sega, for not bringing parts 2 and 3 of Shining Force III
- to the United States Inflatable "friends"
- · Clinton for having sexual relations with Monica
- "Chubby" Lewinski Imitation Harleys

# THAT WE THINK ARE PRETTY COO

Our list of weird and/or pointless Web sites is growing and growing thanks to all of you. Keep the sites coming and maybe they'll be up to your high standards of weirdness in upcoming issues of EGM! Look for another list next month (in addition to this list) of gaming sites, both big and small. If you're interested in an HTML version of previous Weird Web lists, check out the following URL: members.tripod.com/~HatPerson/weirdweb.html

A very special thanks go out to KIDVID237@aol.com for compiling the list and continually updating it.

- · www.stupid.com
- www.weird.com
- pix.test.at
- www.superbad.com
- www.weirdweb.com
- www.silverserver.co.at/kes/
- · www.nolo.de/bottom.htm
- slopper.web.fm
- www.farmersmanual.co.at
- subnet.web.fm
- · www.jps.net/tbaughman/ preview/
- members.aol.com/
- MavnGoose1/index.html
- www.flyvision.org/sitelite/ Houston/GhostWatcher/ index.html
- ryan.cbyc.com/features/ ryanfighter/index.html
- www.skot.at
- www.bos.or.at
- · www.lichen.com

- http://www.geocities.com/ Southbeach/Tidepool/5535/ index.html
- www.unfurled.com
- www.surge.com
- www.comedycentral.com/ southpark/
- www.slugfest.com
- www.shockrave.com
- www.spyshop.com
- http://www.geocities.com/ TelevisionCity/Set/8858/
- · www.nothing.com
- members.aol.com/
- ANTwalkman/
- http://www.uidaho.edu/
- ~kowa9693/MrT/quote.htm
- www3.lopht.com/~veggie/ Tversus.html

"We cannot be held responsible for the material presented on these sites. Parents may want to ver fy the content of the site before letting their children venture fourth. At presstime, ali of the letter letted were recently sites listed were accessible.

### ACTIVISION.

there's no such thing as a friendly game.



hustling is the spice of life Shoot in 6 stady pool halls with unique tables, one sticks and local pros. Select from single and burplayer modes, plus, 8-Ball, 9-Ball, M-1, and Relation pulse.



Swim with the sharks Wager, win, and move on to tougher opponents in your quest to hustle all 12 underground change each with unique skills, playing shilkies, taunts and betting strategies.



on can almost smell the beer mater authentic pool techniques like English, fame and jumping. Align your shot with the elistic top-down casers. Then, view the 3-D mains slow-motion instant replays.



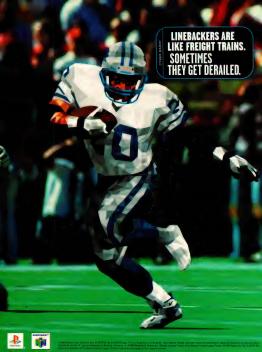


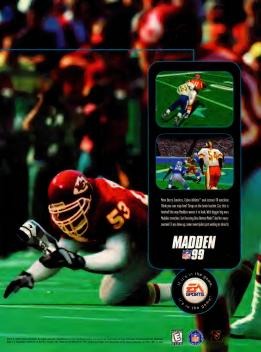














## everything you asked for,



Planting comp. crew! so water stable when you can't fight your very sur



Which fract through soon and all time will pre-stopping residen.



Direct you get a more special blessing action



Royal mold and estroych you engel has re-month for yell lost you mid

but sorry,



€IDOS



The hottest gaming news on the planet

### Game Plan 2000

EGM talks to SCEA's VP of Third Party and Research and Development, Phil Harrison about the PlayStation's future

EGM: The PlayStation is three years old (in the United States). Where do you see the system in terms of its potential?

Piki There are many different ways to design software to run on the Prediction. Most game to deal their packed regulation graphical perpendiction. The prediction of the prediction graphical perand revening of 30 graphics. Network, there are ways to use the malbemantical performance of the massines in the calcidation of non-graphical performance of the massines in the calcidation of non-graphical Plagification and the same complets caused did to that the northal place pulsable of the calcidation of the same control of the same control of the control calcidation. As and game is definited, theorems, it is tally that the would be the best controllation of polygon control section graphics would be the best controllation of polygon control section graphics and scene resolution, coupled with special effects and memory considerations of the polygon of the controllation of polygon controllation.

ESMs: Note ndo had Donkey Kong Country midway through the life of the Super NES that amazed gemers with its graphics. Does the PlayStation have the potential for a similar feat for a game with graphics no one thought possible on the PS (minus FMV, of course)? PMs The preative limits of the PlayStation hardware are bounded only by

Find the clearler mints of the responsion hardware are obsoluted only by the inagination and skill of the popule making the game, not the relative performance of the chips themselves. I think Metal Gear Solid introduces some existing new elements into game design that are really well-inhold-mented, and what I've seen of Final Fantasy I'll looks wonderful. So long as games like Syro, GameOal yo, MGS, Gian Turkness, Legacy of Kaim. Solid Rever keep pushing the envelope of technology and creativity we world need a Donney Kong—we see new and existing games all the time world need a Donney Kong—we see new and existing games all the time.

EGM: What type of game would you like to see appear on the PlayStation that hasn't been done yet?

Pile 1'm really interested in seeing a digital pet concept as seen in the Tamagotchi-style LCD systems, but combined with the rich graphics, large environments and realistic speech and music the PlayStation is capable of. That would be fun—the idea of a pet that could really "live" in your



Computer People Discovery Kit that scratched the surface of where you might go with that idea. You could imagine a realistic character — show any of the property of the prope

EGM: What do you think of Sega's Dreamcast?

Phs Ask me again when it's on the shelves and you can buy games for it.

Specifications alone are of no interest, it's how creative and technical sides join together that really makes a game—and therefore a system—great.

EGM: Since you oversee a lot of the RBD at SCEA, are there any products/peripherals/enhancements the company was toying around with that have never made it to market?

PM: Somp prides itself on being a company lad by RBD and innovation so as a result we generate many exiting products and concepts that don't make it out of the engineering phase, I think only fill Clinton is the subject

### System Prices Fall, Competition Heats Up

Price drops on video game systems are usually annual events, occurring at F or other
trade events. This year hardware manufacturers Nintendo and Sony held out, with a \$149
price across the board. Now that price has
inched ever closer to the breakhrough \$99
auturation price point.
Sony raw way first, announcing that

the Dual Shock system configuration, introduced last June, would be lowered to an MSRP of \$12.95, It also lowered prices on peripherals—PlayStation memory cards will now be priced at \$14.99 in a bunch of naw colors—black, clear, gray, emerald and blue. Standard digital controllers will retail for \$14.99 too, with the Multi Thay lowered to \$29.99 and the RFU Adapter to \$14.99.
Nintendo countered Sony's announcement on the same day, lowering its standard system price to an MSRP \$129.95. Nintendo is also including a \$10-01ff coupon good on any of the 23 first-party Mo<sub>4</sub> titles (Zeida included). Nintendo's N64, controller or Rumble Pak, valid through March 13, 1909.



of moir rumor and speculations. There are many reasons why a prociulation of the process of th

The creative limits of the PlayStation hardware are bounded only by the imagination.

on the PDA and the other at home on the TV. For example, a real-world MRG that has nice graphics and music from the CD on the PlaySardon at home, only needs to transport that character and its attributes into the real-world version of the MRG. The players make up the rest of the scenario in their heads—which always have the best graphics!

EGM: Do you think there's potential for, in the future, games to be deflected on 100 or high-density of the ware are bounded ware are bounded storage medium other than the standard CD-ROMS now in most standard CD-ROMS now in the standar

game machines?

PH: Yes, I'm sure we'll see new and more powerful storage

Japan? How many (which games will support the PDA? PMI It's all down to software and we are very excited about the plans. We will be making specific announcements about which titles at a lates date, but there are some really cool ideas being worked on—and not

just games.

EGMs Why did Sony so with a PQA that's 22222 dots instead of a

and more powerful storage media used in game systems in the future. Exactly what and when I cannot say.

EGM: When PlayStation was introduced, graphic in games were all about polygons. What's your take on the advancing trends in computer graphics? Are polygons going to be a thing of the past in the Stutzer Plank As computer performance increases there are many new and existing graphics technologies that can be used. Our goal is to make to concept of computer graphics diagopear—to the extent that the user has no notion that what they are interacting with was generated by a computer. That's the next immersive boundary that we will cross you computer.

### Which is your favorite game system?

Saturn - 15%

Hintendo 6a - 3a%

EGMs Do you think the PDA will

catch on in the United States as

much as it probably will in

Physiatian - 5

It's the classic question: Which system is your favorite? PlayStation seems to have won out this month, but the Nintendo 6.4 is still holding its own. With the release of 2646 a6.4, he N6, is likely to gain support. Still in third place is the Satum, which is being buuyed by the import gaming market. There's still plenty of great games coming out in Japan for the system. "Source: Wideoomers.com out presults for Fridar Sept. 4. post)



### Good News/Bad News

... for Blitz fans. A Game Boy Color version of the game is in the works to be ready by the holidays. Exactly how the game will look on the small screen and with only two buttons is still a mystery

... for N64 fans. Nintendo was up in the air as to whether or not it'd release the 4 MB RAM expansion pak.

... for N64 fans, Right before News went to press. Nintendo said at ECTS that it is planning an official release of the AMB pak

... for N64 fans. The 64DD's delay in Japan

until lune 1000 could spell the end of the system coming to the United States

... for retro gaming fans, Nyko announced that it will be bringing the first trackball controller to the PlayStation. Called the Classic Track Ball, it works with all PlayStation Mouse compatible games.



Perspective

### Catching the Next Wave

by Chris Johnston

Don't stop playing your current game Nintendo and Sega have new machines on the horizon, there's still life left in the 32-Bit (and 64, counting Nintendo) market While those of us working at gaming mags and in the industry speculate, try to anticipate what we'll be playing next and drop our laws at the first signs of new systems, it's still you the consumer who has to decide to buy them or hold on to your old machines. Which of these new systems the back walls of video game shops across the country? At least as far as the DC PlayStation Next and Nintendo 2000 go. it's way too early to even begin specula tion about who's going to end up on top. Whether you call it PlayStation 2 or PlayStation Next, it's inevitable that Sony will launch a successor to the PlayStation comes to going after new machines from Sega and Nintendo

Sony's main problem with its next system is that already a boatload of develop ers have their hands on Dreamcast development hardware it's easy to omeram for, and it's got multiplayer Internet capabilities out of the box. Sony's next machine can't be sold on name alone. While Sony has gained an impressive library of first party titles on the PS, it's outside support that makes or breaks a system, namely that of Capcom, Konami and Square Sega's in the unerviable position of hav-

of events which will lead to the next generto look at what Sega's got, and make PS Next that much better and more develope friendly. Throw DVD and MiniDisc into the that have video of impeccable quality and sure that Sony is simply waiting in the wings with several different specs for the machine which Include DVD and MD, seeing how Sega will price the Dreamcast. If tne DC happens to land at \$199, it's a good If Nintendo plays its cards right, the N64 can survive on first-party titles alone While a lot of third-party games are getting better, it's been painfully obvious that Nintendo and Rare are in a league of their gwn. With the 4 MB RAM upgrade the N64 has all it really needs for the next year or two. After that, Nintendo has to start think

ing about a new system. Dreamcast and PlayStation next will be huge leaps above the N64, which has been restrained solely by the cartridge medium. Stay tuned gaming fans, 1999 is going to be an interesting year.

32 million Sony has sold worldwide since its launch in 1994.







# November 1998 Coming soon



## October



November

Looney Tames Subvisitor & Tweety Infogrames

Be the Fastest Speed





www.segasoft.com/planecrazu

# Say What?

"About 18 months ago, everybody in the government was running around shouting, 'The Full Monty! The Full Monty! What a wonderful British export,' and nobody was shouting 'Tomb Raider' or 'Lara Croft.' It made as much money globally as The Full Monty, and it was a British product. British funded and developed. ... The Full Monty wasn't funded by British money, it was funded by U.S. money, it was English actors, but it wasn't an English movie if the truth be known."

European Leisure Software Publishers Association's (ELSPA) Steve Cheese talking to GameSpot, on the credit-neglected British

"One thing that often happens in the video game business is that people are putting in special effects for things like explo-sions and collisions and that sort of thing and quite often the coolest thing you can do in the game is lose." - David Crane, creator of Pitfall, on today's graphically rich,

gameplay-locking games.

"Sega aims to sell so million units of Dreamcast in three years. but even if it does, PlayStation will have sold around 70 million. Dreamcast cannot beat PlayStation." - Makoto Ueno, senior analyst at Daiwa Institute of Research

compares the next-generation market to present conditions.

"Well I'll tell you where they can take their 'Girl Power' ... TO THE KITCHEN TO MAKE ME A HAM SANDWICH!!!!" Reader on how the Spice Girls are seemingly everywhere—even in video games!

Rush a Ditterne Record USA - Midwin





December

Clock Tower II. The Struggle With a - ASCII

## **January**

Pikachu Road Kill Nintendo hits the road to promote Pokémon

Nintendo is going all out with Pokémon in the States, which began in late August with 10 Volkswagen Beetles modified to look like Pikachus. The Beetles stopped at local events in so cities during the first week of September, which led up to the debut of the animated series Sept. 7 (check your local listings). Each of the Poké-cars was outfitted with a Super NES and Super Game Boy so that people checking out the car at various stoos could try the game. What we want to know is, what happened to these cars after Nintendo was done with them? There's additional Pokemon news from Japan this month. Pokemon Gold/Silver.

the highly anticipated sequel to the original Game Roy title, will be released next April in Japan. It will be compatible with the Game Boy Color, too. There's no word on whether these titles will be making it to the States, but if the first Pokémon Game Boy editions do well. Gold/Silver will not be left out of a stateside release. Pokémon fans won't have to wait too long for a flx



www.pokemon.com











# **Gaming On the Air**

Video games and TV shows share the same outlet, but there aren't many TV shows about video games. In case you're wondering what to do or watch after turning off your console system, check out these shows to satisfy your gaming appetite

#### GameSpot TV When: Saturdays, 9:30 a.m. EST

Where: ZDTV, cable channel devoted to computers, the Internet and gaming. Channel 237 on DirecTV, check your local cable listings to see if you get it. Or check www.zdtv.com to find out

if it's available in your area. What: Weekly show dedicated to computer and video games, featuring reviews from GameSpot and videogames.com, competitions, tips, strategies and features. Every est gaming news, game reviews, competitions or strategies in the

Lauren Fielder, Adam Sessier and **Upcoming:** Lauren Fielder interviews Atari founder Nolan Bushnell, Behind the Scenes of EA's Knockout Kings and Behind

the Scenes of Tiger Woods Golf. More Information: Visit www.zdtv.com/gamespotty/for more information on GameSpot TV.



Hosts Adam Sessier and Lauren Fielder bring you news and reviews on GameSpot TV.

Wild 9 and an interview with Shiny's Dave Perry, previews of Zelda 64, a look at the More Information: Visit elecplay.com for an episode guide and station information.

#### Video Game Slams

When/Where: Video Game Slams is a bimonthly show that runs on you can catch the show on TCI cable channel 53 the first and third Wednesdays of each

you can get RealVideo episodes over the internet What: Video Game Slams is

mainly a game review show reviewers with pseudonyms like The Invisible Reviewer, Agent Twist and Lord Dare. There's also a healthy dose of humor injected into each seement, and anything can and will happen. You might also recent one they talked to the

designers of Colony Wars: Vengeance) or More Information: Visit the Video Game Sigms Web site located at www.slams.com.



Video Game Slams and its cast of reviewers serve up the latest games.

#### Canadian-produced Electric Playground features in-depth interviews and reviews in a magazine format.

#### Electric Playground

When/Where: Sundays, 8:30 a.m. FST on Canada's Space Channel (similar to the Sci-Fi Channel in the States), and weekend times on the West Coast in the States and throughout Canada on local stations.

What: The Electric Playground is a weekly video game show that features game reviews, previews and interviews racked up two season's worth of episodes the second of which is airing now, includ-Ing behind-the-scenes looks at the hottest Interviews with Naughty Dog, Shigeru Miyamoto and more. The show is hosted by game music composer Tommy Tallarico. Victor Lucas and Kelly Benson

Upcoming: An explosive look at

### Developer Profile



Pictured left to right are: Alex Hastings. John Fiorito, Matt Whiting, Oliver Wade, Alex Schaefer, Craig Stitt, Chuck Suong, Ted Price, Missing are: Jared Hardy, Alain Maindron and Dan Johnson.

#### **Insomniac Games** Location: Los Angeles

Web Site: www.insomniacgames.com

Gameography: Spyro the Dragon (for SCEA, 1998), Disruptor (published by Universal Interactive Studios, 1996)

Other games by team members: Sonic 2. Sonic Spinball, Ecstatica, Aladdin, Maui Mallard, Lion King, Black Dawn, Treasures

of the Deep, Cardinal SYN, Cold Shadow # of employees: 12 Next project(s): Top-secret at this point During breaks from late-night programming sessions, we: Play Bust A-Movez.

oser has to go pick up dinner The most exciting thing about developing a new game is: Two months of pure, unadulterated technology coding. And when you

create a new piece of technology, everyone has to call it by the name you choose. So far our favorites are "moby," "dingleberry" As a developer, we would want the next

generation of console systems to have this to make our job easier and our games better: Hardware kludge support Story behind our team name: Originally we worked as Xtreme Software, but when we found out that a database company from Arizona had already registered the name. we had to start from scratch. After six

months of unsuccessfully submitting names like "Ragnarok," "ice-o" and "Planet X" for name searches, we were still coming up empty. It was about a month before we began PR for Discustor and inspiration finalw struck. The term Insomniac describes a lot of people here (as well as most people in other development companies) and we also liked the double-entendre (i.e., we hope we can make games that make people forget about the need for sleep).

Or the short version: We drink way too much coffeine Favorite programmer snack food: Ham &

Cheese Hot Pockets, French Onion Trisquits. Chinese food and Mountain Dew. Music that inspires us: Anything by Stewart Copeland

Company motto: NO BUREAUCRACY





#### Zelda Goes Gold Walting for that gold Zelda cartridge.

watering of the good cells a stronger, anticipating when you'll finally be able to play Miyamoto's new masterpiece? It won't be too long now, and if you prepurchase the game, you'll get a gold Zelda cart. If you don't, you'll miss out and get the standard N6<sub>0</sub> gray, Ninkendo will begin its official prepurchase program on Oct. 20.

which runs through Nov. 22.

Best AC Gets the

Best AC Gets the Spoils
ACCI Extertainment is reliebrating
the release of Ammered Core: Project
Plenafassm with a contest to see who can
design the best AC. Submit your work on
design the best AC. Submit your work on
design the best AC. Submit your work on
either a PS memory card or videotape
(although this may distort the graphic
coality comewhat with an official registration card for a chance to win a 4500 prior.
materials become the property of ACCI
Extertainment Software. For otalia, volid.

Marwas-Scient.Com or call (450), 90-50.

## Arcades: On Test

Atasi.

Atari: Site 4 (Area 51 sequel) - California

Capcom: Street Fighter EX 2 - California, North Chicago Suburbs

Konami:

Pisherman's Bait - Downtown Chicago and Suburbs Hip Hop Mania - West Chicago Suburbs Racing Jam Chapter 2 - Downtown Chicago Hell Night - Chicago

Soul Calibur - California

Sega: Daytona 2: Battle on the Edge - California Ocean Hunter - Golfland Soikeout: Digital Battle Online - Golfland

Tests take place in select arcades only. California tests are likely to be in the Bay Arca only. Well-known test siles in the United States are Golfland in Sunnyale, Calif., and Diversions in downtown Chicago. Games on test are subject to being pulled at any time. We cannot guarantee that these games will still be on test after press time.

# At the Arcades

Atari Fighter Canned, Namco Down, Bright Future

Tenth Degree Canceled Nath's Degree Centreled Nath's Degree Centreled Services of the Competency Centreles (1997) and the Competency Centr

Namco Nixes Cybertainment?
No, however they did file for Chapter 11
recently to reorganize their company and get

enough leverage to renegotiate several fixed long-term leases that don't seem to make much sense in today's market. As of press time, business is resuming as normal in the Namco offices, although several Aladdin's Castle locations have closed

Save Your Tokens

The arcade shows are coming. AMOA is quickly approaching, as is JAMMA, both taking place the third week of September. We now know at

You'll never see this fighting game in your local arcade. Atari Games recently canceled Tenth Degree, which was designed by Street Fighter master lames Goddard. least a few of the games that will be shown at JAMMA will hopefully make an appearance at AMOA as well. Some of the highly anticipated games said to be appearing at IAMMA are the new Gauntlet by Atari, two new fighting games including a new mech fighting game by Capcom, a sequel to Tokyo Wars, a new driving game by Namco, as well as sequels to Sega's shooters House of the Dead and Gunblade. Sega will also have Spikeout (see Arcade Previews Gallery in this issue) and a new Model 3.1 gun game called Ocean Hunter, which looks incredible. SNK will have several new titles including King of Fighters oR, a few new titles for its 64-Rit arrade sustem and its own gun game called Beast Busters: The Second Nightmare, Finally, Capcom is working on a new game based on the Final Fight series called Final Fight: Revenge. This game will be shown behind closed doors at one or both of the shows. Looks like there's going to be quite a bit to



look forward to in the next few months!







# What ever happened to ...

a genre of side-scrolling action-platform titles that has continued to today. The man behind the original Pitfall is David Crane, whose credits include other hits like Freeway (Activision, 2600), Little Computer People (Activision, Commodore 64) and A Boy and His Blob (Absolute Entertainment, NES).

Since the days of Absolute Entertainment, Crane has vanished from the console video game scene, but now is working on video games on a different kind of platform-the internet. Garry Kitchen, another game designer who did Keystone Capers (Activision, 2600), and Crane founded Skyworks Technologies in 1995.

The company designs Web sites and creates Shockwave games for Fortune 100 companies. Skyworks Technology's main site is Candystand.com, LifeSavers' home page, but has also designed sites for Nabisco (chipsahov.com) and others. Crane now serves as the company's Chief Technology Officer, creating the games that you'll find on sites the company has worked on

Crane told us that since back in the days of the 2600 and NES they had to deal with the limitations of these systems, that designing games for the Web and its limitations is a natural progression and a challenge. The games on Candystand, for instance (and its limitations) are varied and fun, from pool to pinball, bowling and

more, the sames aren't the average Web fare and have garnered acclaim from Web gaming professionals. "What happened to the video game business is that the systems got more and more capable, and so people began to say, "Well gee, I can put 700 rooms in my adventure game in full color, full-screen pictures. I can do all these things, therefore I will," Crane told us. "Yet you find that 650 MB of a game is not necessarily any more fun that 4KB of a 2600 game. It's techniques and tricks that make the experi-

Be sure to check out Crane's Internet games on The Candystand, and look to videogames.com for our full interview with David Crane. www.skyworkstech.com



#### Tidhits

ence richer than it otherwise would be."

#### Neo Invaders

Activision has secured the rights to Talto's classic arcade shooter Space Invaders, There are plans to create new games based on the series for the PC PlayStation, N64 and Game Boy worldwide except in Japan. Taito will publish these titles in Japan, licensed from Activision, Now 20 years old. Space Invaders has been remade for most of the more popular systems, including the 2600, Game Boy, Super Nintendo and others (some versions only appeared in Japan).

#### THO's New Ouest

Quest 64 was the first RPG to hit the N64. Now THQ is aiming to hit the system with a second role player. The company recently signed a deal with Canada's very own H2O Entertainment for a game called NomenQuest, It's set for release around the end of 1999 and is being developed with the help of new lead designer Chris Klug, known as the designer or TSR's "DragonQuest board game.

### www.thq.com

# Late-Breaking ECTS News ...

Gex In Cahoots With Lara it has been bought by Eidos, home of video game babe Lara Croft. Gex 64 will remain with Midway and the Game Boy Color version of Gex will remain with distributor SVG. All others will revert to the Fidos label, including The Unholy War and Legacy of Kain: Soul Reaver.

#### Broadcasting 24/7

A 24-hour video game channel? Where!? That's right, Game One, Europe's (and probably the world's) first video game channel went live via satellite the second day of ECTS. The channel offers 24 hours of six different programs featuring news, reviews, features and \*inside perspectives" on video games, Estimated potential viewers by the end of '98 total more than 3 million. Producers liken the new channel as a pigneer, much like MTV was in the early '8os. Game One hopes to roll out in the United

#### Nintendo Relies On Link

Zelda 64. At press time, Zelda 64 is in its final days of tweaking, aimed for release in Japan on Nov. 14 and the United States on Nov. 23. Zeida is a game so important to Nintendo's 1998 performance that the game's creator and lead designer Shigeru Miyamoto, contrary to

earlier plans that had him attending ECTS, remained in Japan to finish up the very final

#### stages of development. Infogrames/Activision

Word on the street at ECTS indicates that Infogrames (who owns a portion of Game One) and Activision are planning to merge. Apparently Infogrames wants to take on EA for king of the publishing hill. Merging with Activision could give them a little bit of an edge. A merger has not been confirmed or

#### announced at press time. With or Without RAM

The biggest question facing the N6x this year isn't whether or not the DD will ever come out (although that is another big question), but whether Nintendo will release the 4 MB RAM expansion pak that is used in several upcoming third-party titles. Nintendo remained quiet on an exact release, but said that it will be bitting shelves in the future. It's likely that the Pak will show up packed with a game that uses it, of which there are currently Perfect Dark (which won't hit until late '99), Turok 2, Extreme-G 2 or Rogue Squadron. Turok 2 was only on display at ECTS using the RAM expansion, not in the standard Low-res Mode that you get without it. So while an official announcement still hasn't happened, it should very soon.



SUPPORT FOR UP TO 4 PLAYERS



its higgest threat yet.



RAT ATTACK!" is a frenetic hi-res 3-0 arcade game with over 50 levels of devilishly devious radents!





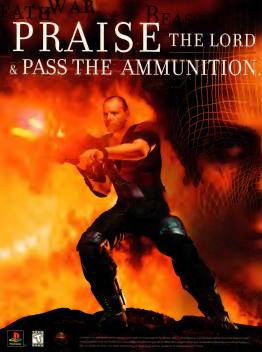






mindseapegames, enn









# TAKE FULL CONTROL O

NETHE CREATEST ACTION FLARS OF OUR TIME, FULLS ACTION - CAPTURED AND EXCES - SCANNED FOR THE MOST INTENSE BARD-ORD ACTION EVEL.



#### DESTROY IT ALL

AR PACTORIES, PRISONI
KVERS AND MORE,
EVEL EVENTHING TO
HE GROUND IN 365°
ATTLE - ARYWHERE
KVERONIENTS TRAFF
CORO WITH EXPLOSIVE
DURKE REPECTS.



## LOCK AND LOAD

RAYE THE DISMAL
UTURE AGAINST UP TO
GOST EMERIES ON-SCHARE
TA TIME. GOOD THESE
OIL CAN DON MUTEIFEE
EARDING AT ONCE LINE
LAME-THEOUTHER
ENI-ALTERNATION WITH

The ead of the sould is near.
You be Bruce Willis, starbing as
Then Kincaid, nano-principle so sobe
defender of the world. It's up to not
to defeat the Four Horsemen refore.
It's happy chairs to graff.

BRING IT ON.

APOCALYFSE

AN ORIGINAL PLAYSTATION GAME STABRING BRUCE WILLIS. THE END BEGINS THIS NOVEMBER.

LODE FOR POE'S HEW CHARLESSE THE WINTER.

#### Video Game Gossip & Speculation

Star Wars Episode One

Zeida, Zeida, Zeida
 Rumors and Truths

Dreamcast under \$2003
 Rare games delayed

The truth about Sushi-X

# Quartermann

ego is dominating the news somewhat at the moment but the gospip and rumor is fairly Nintendo-centify.
The CD sples have been huriling around all mouth for stilly caused man and the contract of the contract stilly caused man christmas. Them are all kinds of the rumor and contract of the contract stilly caused man christmas. Them are all kinds of the rumor and contract of the cont

The Rumor Star Wars: Episode One, the game will be released on multiple game systems at the same time as the film (Memorial Day 1999). There are strong indications that a Dreamcast version is also in development.

The Truth
There are in Rect two Star Wars: Episode One games in development across multiple formats. With the enginity of the licease it is would be safe to bet that they will arrive in some complications of Nea, PlayStation and PC. The DC rumon is still unfounded.—But don't be too surprised if we see something near U.S. DC faunch.

The Rumor Zelda: The Coarina of Time WON'T be released by Christmas. At Egida: The Coarina of Time WON'T be released by Christmas. At Egid it was running on Néis with AMB RAM expansions; the cobels stall nowhere near finished and Malyamoto has yet to finish the miscropic system. Rumors even stretch as far as saying that the game won't hit labor until next year. well after the roution! U.S. release.

The Truth
It was found-hand-go for a while, but Nintendo is adamant that the
game will ship in November as planned. It's true that much of the
code wasn't ready ... and that at \$2\$ it wesn't optimized, but the
QS spiles are assured that everything is ready to go. And on

The Rumor Zelda is Misamoto's undoing ... it's actually a load of crap The Truth Shyeah ... right.

The Rumor
Nintendo has signed up to distribute Rogue Squadron just in case
Zelda isn't released on time.

The Truth
Originally, last month's ESM coversate was to be the first
LucasArts Mss, game to be published as a third-party tills. All of a
Sudden though, Mistendo had a change of Reset and returned to
renegotiate the deal. Nintendo representatives were previously
in the proported to have stated that Rogue Squadron would be "that light
in the holidays." It was assumed that this should be followed
with a silent. "Reset Zelds of course." Whether Zelds and makes it or

not, it would seem that Nintendo isn't hedging its bets.

The Rumer
The 64DD is dead, Nintendo has the accompanying 4Mb RAM pack available but isn't sure whether to rejease it "solus" or not.

All N64 development systems use the RAM expansion module and the Q's spies have discovered that the things actually cost about \$20 a piece at "cost." Pretty expansive for a yeary 4Mb, but it is crammed into a timy space and surrounded in injection-mode of pastic. Many games are being developed with RAM expansion functionality in place (Tunks 2 and Esterme G 2 both run in Ners for assemble of an extra wilding for Ninterbook at six the Pulma-Paramability the big decision revolves around a) the fact that the modell was supplied to actionage the six 500 and releasing if it suitable (preferably first carring year needs to be found to do a producing suitable preferably first carring year needs to be found to do a producing suitable preferably first carring year needs to be found to do a producing suitable preferably first carring year needs to be found to do a producing suitable preferably first carring the suitable preferably first carring the carring will be choice for Ninterbook years and the preferable of the control of the producing the carring the producing the preferable years of the similar producing the pro

---

Conker 64, Jet Force Gemini and Perfect Dark are way, way, way behind schedule. The Touth

It would seem so. Conker is now expected in 2nd Qtr. '99 ... so that's March at the earliest. As for the other two ... who knows?

Dealmost graphics processing hardware is actually considerably more powerful than Sega had previously anticipated.

The Truth
Previously it was thought that 2-3 million polygons per second

was avisionable gyectrimate for the final power of the system. With the release of Sega's Sets development it (the "Fail" thing at least it would seen that the machine, equipped with all of the proper tools and a decent programme, is actually capable of skifting, amillion polygons per second. This jouts the system well in advance of Sega Model a stack hardware as previously anticipated—and mans that the first time you see it in action, you was actually care veneral? Was to the size time you see it in action, you was actually care veneral? Was to the size time you see it in action, you

The Rumor

Dreamcast will be under \$200 when launched in the United States

The Truth
Segs of America won't be drawn on the price, but have said that
Segs of America won't be drawn on the price, but have said that
the price of the system won't be an issue for people." Make of
that what you will ... we reckon it means it's going to be cheap
(compared to other systems at launch).

The Rumor
Sushi-X is a fictional character-so infamous even our competitor run items in their news about him.

He's seal, he's sitting next to me as I write this (I'm real too), and last month he ordered indian takeaway food for the whole team that was so expensive Johany England nearly fainted when presented with the expense claim.

The flumor PlayStation 2 ... backwardly compatible, branded as PlayStation, DVD-based, released Christmas '99 in Japan. The Truth

Who the hell knows? SCEA is keeping remarkably secretive. There will be sp million PlayStation put there (ust in the United Stead by Masch 199 though, so Sony Isn't in any big rush right now. It can be quite casual, so se't back, watch what Sega does and produce something that compensates for any criticism Dreamcast comes under. Spragak, eth.

EGM 48 The "Q"



# International News

# Wait 'Til Next Year

### Nintendo tells gamers that the DD won't be ready 'til '99

Nintendo held a meeting recently with analysts and stock companies to announce its plans for the next year or so. At that meeting Nintendo formally announced the delay of the N64DD to June 1999. Nintendo also said that it would not hold its annual Space World exhibition in November, instead holding off until

before the launch of the DD. According to reports in the Nikkei Shimbun. the DD will have a communications feature so phone lines. Users will access Nintendo's host

users can add new data to disks and games via computer via modem to download new data to the games. Additionally, there is a plan to

I think summer of 1999 will be a little too late for the 64DD. By this time next year.

people will be ready for the next generation of systems, namely Dreamcast and

PlayStation Next, not an add-on for a three-

year-old cartridge-based console—despite how cool an idea the 64DD is. Nintendo is slowly losing market share, and they desper

My Two Cents

install data-writing machines in convenience stores, similar to Nintendo's current Super

Famicom Nintendo Power system Nintendo said that it will exhibit games at the Autumn Tokyo Game Show (Oct. 9-11, look to videogames com for complete coverage) but it's not known exactly what it'll show-and it may only be video clips of upcoming games. Nintendo doesn't have a booth at the show.

The Legend of Zelda: The Ocarina of Time will be released in Japan on Nov. 16, with Banio-Kazooie's Big Adventure (known just as Banjo-Kazonie in the States) on Dec. s and

#### www.nintendo.co.jp

Christmas, alongside Zelda, to get the world suggest they give up on the whole thing based super machine that will put all other But if Nintendo makes a Metroid 6400, I'll

Pikachu Genki De Chu on Dec. 12.

International Bits

Capcom Joins DC Team

its first Dreamcast game at the time of the system's launch in November, Capcom is the first major software publisher in lapan to officially announce support for such as Square, Enix and Namco have yet to announce any plans to support the machine. Now that Capcom has

announced, it's expected that others will ioin in the near future. While it has not announced which title will be its first Dreamcast game, it's expected that the continuation of its Bio-Hazard series is the most likely candidate. It's been reported that this new title will be compatible with new Dreamcast functions such as the vibration controller (something which has not yet been officially announced) and new 3D graphics Apparently Capcom has already started testing the game on DC hardware. There are plans to release five or six more titles after this, and the company is currently working on a set of 24 serial games

With Capcom officially on board, it can't be too long before we see Street Fighter III, Mega Man and more on the Dreamcast, Just imagining an arcade-per-

fect version of X-Men vs. Street Fighter is enough to cause pleasure overload Cancom also announced that another title for the N64 is in development

www.capcom.co.jp

## Sonic Rocks Tokyo

Sonic Adventure's Tokyo premiere was a grand event - three stadium-packed showings. a demonstration of the game and more. During the event, the crowd was treated to an overview of the Dreamcast system (the same overview used when the system itself was unveiled) by Sega Enterprises President Shoulchirou

Irimaliri before Yuli Naka, creator of Sonic took the stage to show off his latest work In addition to Naka and Takashi lizuka, the game's director, showing off a couple of the game's levels, there was a video shown of Sonio Team's travels around the world where they collected information for the environments used in the game, Afterward, Segata Sanshiro led the

growd in a Sonic Chant, which will be used in the game, and a performance of the game's main theme (lin-synched though) by Sega's sound team. Sonic Adventure will be a launch title for the U.S. release of the DC, but may not be in Japan. The release date for the title is scheduled as

"end of the year." However, Sega does expect the game to sell more than a million copies. Check out our Sonic Adventure feature in this issue for a look at the game in action. www.sega.co.ip

Crowds gather, the sound team "performs," and Hidekazu Yukawa, Sonic, Irimaiiri and Yuji Naka pose for pictures afterward.











#### Classic '80s Action.





































































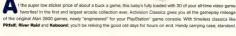
















#### The Top-20 Best-Selling Games of July, 1998

#### **Top 20** Banjo-Kazcoie WWF War Zone NEW Acclaim Gran Turismo Sony Computer Entertainment Mission: Impossible NFW Infogrames Mortal Kombat 4 10 Mortal Kombat 4 6 GoldenEue 007 6 8 NEI Xtreme NEW Sony Computer Entertainment Road Rash 30 Flectmaic Acts 10 Tekken 3 Namco MLB Featuring Ken Griffey Jr. Dupst 64

P.

# Banjo-Kazooie

It was only a matter of time before Banio took the top spot. Despite the questionable character designs () swear I've seen that bear on a cereal box before \_\_), the depth of gameolay from Rare and well-deserving of #1





With its hilarious Create Wrestler WarZone's doing so well. Expect to see the N64 one here next ish 8.5 8.0 7.5 7.5



knocked from the top spot, but don't expect it to leave the list

9.5 9.5 9.0

9.0



Mission: Impossible finally made onto store shelves. But was it

6.0 6.5 5.0



Midway's outrageously popular arcade series may be getting old but as long as it pulls in the big sales, the sequels will keep on comine. Is this a good thine?

6.0 6.5 6.0 6.0

## Which of the following Sega Saturn imports are you interested in?



Deep Fear Dracula X Phantasy Star Collection

Shining Force III - Scenario 2 Radiant Silvergun Sol Divide

9

Super Mario 64

Mario Kart 64

Triple Plau 99

Tomb Raider

Crash Bandicoot Sony Computer Entertainment MIR 99 Sony Computer Entertainment Vigilante 8

Source, APO TRSTS loden Cornes, Iulia 1999, Call them at 1996.

All-Star Baseball 99





Marvel Vs. Capcom

# Dreamcast Release List

There's been a whole lot of talk about what games are and aren't going to be

Expect more games to be announced at the Autumn Tokyo Game Show in preparation for the machine's Nov. 20 launch in Japan. Keep in mind many games in

Kagero: Deception 2 Tecno





11/20: Sonic Adventure - Sega\* Seventh Cross - NEC Home Electronics

> Sega's other rumored Japanese launch titles: Virtua Fighter 3 Sega Dream Rally Super GT/Scud Race

10 Kagera: Kolourreikan Shirsho.

The Lost World

Fnd of 'oR-

Sengoku Turb - NEC Home Electronics Godzilla Generations - Sega D2 - Warp Monaco Grand Prix - Ubi Soft

Alone in the Dark a - Infogrames Elemental Gimmick Gear (EGG) - Hudson Incoming - Rage Kitahe (Heading North): White Illumination - Hudson Mercurius Pretty - NEC InterChannel Metropolis - Bizarre Creations Monster Breed - NEC InterChannel Mortal Kombat A: Special Edition - Midway\* NFL Blitz - Midway\* Outcast - Infogrames

Prince of Persia 3D - Red Orb \*confirmed for U.S. release







Attack Those who deserve it most from your Lethal Rotating 3-d Globe interface.

 Dive into clobal conflict and fight your way to the tide of the world as A ALITARY OPBRATIVE FOR HIRE

LAUNCH STRATEGIC ASSAULTS AND DEFENSIVE MEASURES VIA LAND, ARI, SPAIRE AND SEA LIBMIN 9. LETERING ARKHAL OF WEARDING.

Access intellicence from 56 countries and then sacket virgo enemy rangulations.

STAY ABREAST OF MISSION COALS AND I

 CHALLENCE UP TO 16 OPPOWENTS IN MULTIPLAYER WARRACE OVER 15/13, SERBL USK OR MODER. SLIPMENTS VIR LIVE PLITTIN EXPERIMES, VIEW PE VERSION DRUY









TO MAXIMIZE YOUR RACING PLEASURE. INSTRUCTOR WALTER S. SMITH RECOMMENDS FOLLOWING THESE SIMPLE BULES:

#### RULE #1

This will greatly increase the likelihood of a serious accident.



#### RULE #2

INSIST ON THE RIGHT-OF-WAY. If someone doesn't yield



# RULE #3

NEVER BE COURTEOUS TO OTHERS. Remember, it's the nice guys who always finish last.



Full-Contact Auto Racing.













The Only NBA Game on N64 with Hi-Rez" Graphics

Over 300 smooth skin polygonal players and all 29 NBA courts

Realistic 5-on-5 Action

Authentic team play styles like the Bulls Triangle Offense and the Celtics Press



The Only Game on N64 with a 5-on-5 Jam Mode Outraceous dunks and turbo mode

The Only Game on N64 with Signature Moves for the NBA's Top Stars Crossover dribbles, finger rolls and baseline jumpers



600 Motion Captured Moves From New Jersey Nets rookie sensation Keith Van Horn

The Only NBA Game on N64 with Two Man Commentary Bill Walton and Kevin Harlan bring you the courtside action



Total Team Management"

Create a player, team and customize the play style

# NBA JAM 99

sweat the details



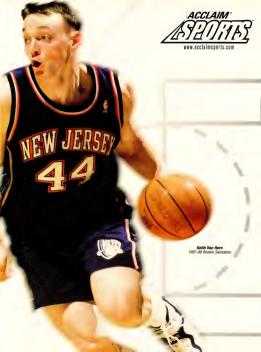






visit the NBA at: www.nba.com

The MSI and mismatus MSI There destributions used on or in this product are higherents expended designs and of forms of infollations proposed of MSI. Programme, or all the recognition hardware higher because of the last or call window the profit where strated of MSI. All products in the CHIES MSI. Programme, one An light incomed classed of American Set of the SEO W. In case of the Mismatus of American Annual American Set Mismatus, of American Mismatus and American Set (American Mismatus). American MSI Am



# Iintendo

· Lord School of Dell . • Lord Louisia e Extreme G 2 e fac Spirits Callings

+ NPI, Quarterback Class FF + Reph In Entreme Range · Texted Edg

# Turok 2: Seeds of Evil The Most Impressive N64 Game Ever?

it both looks and plays It's been a while now, so it was a pleasant surprise when we got the chance to grab a joypad and play the game in a near-complete form. As predicted, it looks absolutely gorgeous. The real-time lighting effects are all working beautifully, and the action slips by at a zippy frame-rate that rivals many PC games. The new

Acrisim/Income Web Address: www.acclaim.net e've been pretty excited about the imminent release of Turok 2 for me time now. Since we featured the game on our cover on the June

Publisher/Developer Players/Geore





you hit them. Shoot them in the head, and it'll snap back. Shoot them in the arm, and they'll spin around.

My 2 Cents Seeing Turok 2

running in Hi-res Mode is truly incredible, Already the most impressiv looking console game around, the addition of the crisp and sharp visuals put it into the realm of "next generation" console gaming. It's incredible that such a small plug-in unit (see Q-Mann, EGM #109) can make such a huge difference. The game runs faster in hi-res than it does in lo-res!!! Message to Nintendo: You have to release this pack as soon as possible.

-John Davison

... and the Al is nearly complete As we reported back in lune, this is going to be a 32Mb game for the N64-and as a result we're going to see a lot of very flashy stuff crammed in there. Enemy AI is especially noteworthy. Wander into a room, spot a bad guy and watch as he dives behind a pile of boxes to keep out of your line of fire. Run after him and enjoy a Keystone Cops-esque chase round and round as he tries to evade you because he knows you'll outeun him. It's subtle stuff, but it's there. What's even more impressive is when you see some of the other bad guys working in teams in order to flush you out of a hiding place. It can get pretty spooky.

weapons are in ... the missions are just about finished

issue of EGM, the development team at Iguana has made some significant advances in the way

Other significant points that we've not seen before are the Bosses, They're HUGE, The incredible polyeon-pushing power of the N64, coupled with the skin-based texture technology employed by the team means that the Bosses are not only very large and very agile, but they also have an egrily realistic quality as their skin pulls across their enormous bodies. One Boss in particular, currently known simply as "Mother," is one of the most revolting creatures ever seen in a video game. Needless to say, Turok 2 project leader Dave Dienstbler was thrilled to bits when a group of journalists made genuine "vuck" sounds when Mother slobbered

The four-way multiplay stuff is pretty much implemented and the usual frag-fest is accompanied by a new style game, "frag tag" which should If you've ever really wanted to pick on someone in a multiplayer game, this is going to be a popular choice.

We have to save the best until last, though After seeing the latest demo of the game, a AMb expansion module was slipped into the N64. The game was rebooted, an option selected ... and furok 2 appeared running in 640x480 at a faster frame-rate than the standard vanilla version. Believe us when we say that this beats anything you've seen on the Nintendo 64. This is the console's answer to PCs' 3D acceleration. When Turok 2 ships in October the code for the

Hi-res Mode w\l' be on the cartridge. All we need now is for Nintendo to release the 4Mb expansion module for a good price ... and soon!



NINTENDO 64

Above: We'll be serving roasted dino for

Turok 2 features beasts other than killer dinos. Here, knock out the hive and no more giants wasps will In addition to killing, T2 features secondary objectives like rescuing





lunch today. Pictured left: Turok 2 has a lot of carnage. Blood squirts here and there, bodies are sliced in half ... fun! Lower left: The 4-Meg expansion pack allows for some incredible textureseven when there's an extreme close-up. Below: Trick stupid dinos into thinking you're going to take their picture—then BAMI Right smack dab in the eye ...





This is how much more

emory you'll need if you want to take advantage of T2 in all its glory. Nintendo NEEDS to make sure it releases the RAM expansion pack for the N64 Megs expansion pack for the No. soon, so games like this can truly show themselves.



Razor Wind by knocking it on the wall. so bad, eh? A little pale though ...



























isher/Developer Players/Genre % Done

# NFL Quarterback Club 99

# N64 Top Seller **Defends** Its

Gallons of Gatorade

consumed by

the average

professional

lootball team

during a hotweather game.

Crown

uarterback Club 99 has some pretty big shoes to fill. since the first OB selling N64

sports title of 1997. What makes it even tougher is the fact that the competition has figured out the whole highres equals high-sales thing. But, far without some decent gameplay to keep it interesting (obviously). Undaunted, Acclaim has addressed this matter head-on and plans to wow us with a smarter, faster,

deeper OB Club. Look out Madden. here she comes! biggest problem last year. Money plays were plentiful as were a lot of quirky Al moves. Defensive

players would cover their zone but gnore the guy with the ball running by, etc., etc. These were really unacceptable problems which tainted the whole game as well as ruining its chances of being a true football sim like Madden or GameDay To combat this, the guys at Iguana have substantially beefed-up the Al by several means.

One such way - game strategies written by New York Jets offensive coordinator Charlie Wels. Among other things, Charlie helped to implement authentic team playing styles: the agers' west coast offensive, the Steelers

ground attack, to name a few, Still another Al seminar involved intensive football strategy training for the programmers themselves. In other words, they lived, slept and ate football (yummy) in order to program a smarter game. Other significant changes include a

brand-new game engine made especially for Acclaim's sports titles (used in All-Star Baseball 99 already). In case you didn't know it, QB Club 98 actually used the Turok game engine. Hey if it works, why not? Also new is a



#### No doubt about it, Quarterback Club 99 is a corgeous game. We can only hope it's as smart as it is good-looking

trademarked polygonal engine used to power the little guys. They call it Hi-Rez" and it features 640 x 480 resolution. Add to that all 30 stadiums rendered in 10, 1500 different players (distinct body types) and 250 new animations including the Merton smorgasbord. But then again, graphics were never the problem in this game.

In addition to the normal stock of 31 NFL teams, QB Club 99 has six European Clubs, Finally some teams the Bears can beat, whoopee, But why stoo with European football when you can create your own players and teams. Select their uniforms. salaries, abilities, coaches and even the logos. While it may not be as in-depth as WWF War Zone's create ontions, it's still fun to create a team called The Big Girly Men or the Dump trucks! Let your

imagination run wild. It's all academic at this point but if OB Club go indeed takes all the Al improvements mentioned and

continues to look awesome, we could have a great football game on our hands.



Referee calls made by the NFL's own

Jerry Markebreit



The camera can be positioned in several ways including this deep-angle shot.



The create-a-team function could be a lot of fun. Notice the bomb logo.



The Herd is attacking and exterminating Earth's native insects! Only Buck Bumble, the most advanced fighting bee even and the baddest bee in the hive, can save the day. Use Buck's cybernetic implants and stockade of deadly weapons to unmask the power behind The Herd! Put the sting on Attack Wasps and Killapillas in 20 unearthly environments
 Feel the buzz with Rumble Pak™ play

. Complete 360" freedom of movement in a totally real-time 3D environment. · Multiplayer deathmatches

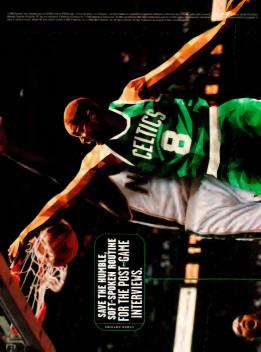














Publisher/Developer Players/Genre % Dogs

# Extreme-G 2

# More Extreme Racing On The N64

13

Unfucky for some ... there are 10 basic

advanced ones that

were designed by

Official Nintendo

U.K. and one final

Magazine in the

capable of, ahem

"Extreme" speeds.

These three extras

are only opened up

the game have been

once sections of

bikes, plus two

readers of the

"super bike"

completed.

he original Extreme-G actually turned out to be something of a sleeper classic in the grand scheme of things Although things will change in the next seen little in the way of futuristic

month or so with the release of both F-Zero X and WipeOut 64, the N64 has racing games. The original XG was the right game at the right time, and it looked pretty tasty. The sequel obviously has a considerable amount to

prove. There's some established competition on the way, and the bar has certainly been raised on N64 games in recent months. The new game needs to have more features, it needs to look better and be even more enjoyable to play. Fortunately, the team at Probe space of time. Although only in development for somewhere in the region of eight months, the game

nas made some significant advances. The first thing you notice is that the bikes have changed. They're no longer just wildly colored polygon slabs tearing around some pretty-looking

tracks. They now all have a far more realistic physics engine applied to them which means they react more um ... realistically. Now, physics isn't the most interesting subject in the world, so we won't bore you with too many details-but basically the way this has been achieved is that all of the cars now have a "pivot point" about which they twist and filt. As they burtle around the tracks they hug the ground in a far more convincing manner and actually look like bikes with proper shocks and suspension

On top of this, the whole thing is a lot faster. So fast in fact, that a couple of the more "super" bikes are actually capable of breaking the sound barrier. Now. your average Kawasaki 12500 job isn't ever enine to do that, so if you ever manage to get the thing to do it, it's extremely satisfying. As you hurtle past

> sea level) there's a huge crash as the bike lurches forward ... all of the sound effects are hushed, the music stops and the bike streaks through the air with cat-like grace until it inevitably crunches against a wall As you'd expect there is a splendid variety

of weapons that can be picked up and used to ensure you win your races, and there are also new modes of play that take advantage of this. Normal races will see you trying to about-face and trying to destroy everyone so you win by default. Then there's the weird









It looks very much like its predecessor, but XG2 is faster and considerably smoother. The new physics model makes a big difference to the look and feel too



where you're not on bikes at all, but in these weird tank-looking things. And finally, rumor has it there are diligent players) that don't use bikes or tanks. Should be cool.

#### Too Damn Big

Each track has its own very distinctive look, but unlike most other racing gar the tracks are huge. So huge in fact, that the whole thing will not fit into the N64's memory. To compensate for this, each track has three different layouts that make use of different areas (much like Racer)

This adds







# INTENDO 64

Z-AXIS

# Fox Sports College Hoops '99

# College Baskethall On The N647

My 2 Cents

I'm all for more sports titles for the

N64, especially collegiate sports, It's

EA's and Sony's college football

maybe more game

companies should

the N64 market.

consider the same for

~Dean Hager

games on the

PlayStation,

a niche market but

with the success of

this title under with a college

some time now. The choice to go format was

untapped niche no doubt. Looking remarkably similar to NBA Courtside, Hoons 'oo sports polygonal players in "true" 3D environments. Players move fluidly at about 30 fps while performing a bounty of moves. Some of them include: exaggerated swats, cheesy 36a drives to the hoop. Even the

in Courtside which, by the way,

is meant as a compliment College Hoons 'oo has the therefore, 112 real college arenas, complete with chanting crowds, music and squeaking sneakers. Fox has also slipped in something they

call Broadcast Graphics. Basically it's an attempt to give the game a TV broadcast look and feel. This is done through score highlights, clock updates and music bits. And of course the halftime band cranks out fight songs.

The bread and butter of college ball is the tournaments and championships. Hopps 'op offers Full Season Mode, conference tournaments and of course the

Big Dance and Final Four Gameplay is always the big question with new sports titles. Although the developers are still tweaking, it's apparent this too has been borrowed from the NBA Courtside school. The result? More skill is needed to drive the whole game requires more patience and practice. Long-bomb passes will get intercepted about 40 percent of the



While College Hoops '99 is not nearly as flashy as some of the other N64 hopp titles, it is the only college sim

time, just like in real life. Taking too much time around the three-point line will attract aggressive defenders who'll steal the ball. And lastly, driving the paint requires much more than holding down the Turbo button and swerving in and out of the defense for the easy iam. Try that here and you'll get blocked controls-drive the lane with skill using dribble switch-overs to put defenders on their toes, 360 spins to get out of tight spots and sidesteps to find the open shot. In short, if you get good at a game

Basically that's the hope we have for all sports games - not just baskethall While the N64 may not have many basketball games, both Hoops 'oo and NBA Courtside have

pushed the interactivity threshold. We'll have to wait and see what NBA Jam and NBA Live have to offer later this year when they're released.

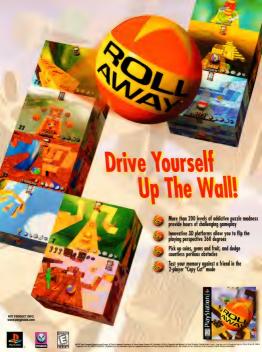


## Starring EGM



NCAA regulations prohibit players' licenses. So since they can't use the real players names, the programmers used ours instead. You can find the entire Electronic Gaming Monthly staff sprinkled throughout this new NCAA







### O YOU GO STICKSIDE, GLOVESIDE, OR THROUGH THE LITTLE LOOP IN THE LACE OF HIS RIGHT SEATE?

Presenting NH. Faca011 '99. Now, with all inne Authentic Hookey Intelligence's to players dish out drop passes and hip checks just like they would at the NHL. Pull off every check, shit and not you can think of foncating a few you can'th. Play in mal NHL arense designed from actual blauporint. And who better to sell the action than Mile Emrisch and Damon Parag. Test your skills in the most residue.









Publisher/Developer Players/Gerre % Doze IIN CAN UN Soft

Action/Adventure 30

#### Tonic Trouble

### Introducing Video Gaming's

Newest

Mascot Fd

f you liked Rayman, you might want to ched out Tonic Trouble, the latest game from the creators of the popular side-scroller. Fans will immediately see similarities between the two in Tonic Trouble, Ed. doesn't have any

appendages: he simply has floating white hand and feet - not entirely unlike Rayman. The biggest difference between the two titles, however, is that Tonic Trouble is a 3D action-adventure game

The main character of the game is a Martian by the name of Ed. who accidentally unleashes a can of strange liquid that transforms Earth into a crazy psychedelic land of dangerous vegetables and creatures. He is sent to Earth as punishment to try

explores 11 different areas (although the developers told us if you do really well you might find an extra, secret one)

Most of the levels are of the "iump from platform to platform, run along this ledge, hit the bad guy before he knocks you off" specialized and feature different types of gameplay. The first level, for instance, has an incredibly fun snow race in which you careen down a mountain while riding on a Frisbee. all the while avoiding bottomiess pits and other life-threatening obstacles. One of the

other really cool levels is the Canyon Level. You have to use Ed's gliding ability for nearly the entire duration of the level, and you have to elide over air rises to get a boost to keep you from petering out over learn several different tricks; most enemies with a blowpipe, pogo-lump and whack

enemies with a stick Visually, Tonic Trouble is very bright and colorful, with almost a Saturday The game has some really nice water and

lighting effects. The only thing Ubi Soft wants to improve before the game ships is the camera tracking and the control. Both are still a little sticky at this point.



### Introducing Ed. He's wide-eyed, purple and limbless. My 2 Cents

The Good: The main character, He is really unique and shares the same semradical name as our former editor in chief

The Bad: Tonic Trouble so far. This game is due out in November? Bonne chance. The French development team certainly has the work cut out for them. Right now, this game looks like it's about 5 percent complete. Our early beta of Tonic Trouble has a bunch of bugs, very poor controls and hardly any gameplay elements in it.

The Univ: The development team's social lives. If Tonic Trouble is to be released on time (AND be a good game), the developers better start working 168-hour work weeks. Time to crank out the Jolt and Mini-Thins ...

But to be fair. Ubi Soft has made a lot of progress since this beta's release (on this page, you're looking at screens of the latest rev of Tonic Trouble, which already shows some gameplay elements that aren't in the poopy beta we currently have in our hands). As always, final judgement is reserved for the final product.

-Dan "Shoe" Hsu









Tonic Trouble's Bosses are large and in charge.



Publisher/Revoluter Planars/Corro % Base

## Rush 2: Extreme Racing USA

### Rush Arross America

You Better

Recognize...

If legal red tape with

ZD Inc. doesn't prove

to be a problem, Atari

will be putting in three

Rush 2-the Electronic

Gamer and GameSpot

have cars representing

competing magazines,

Pintos are out of style

nowadays, imagine that,

cars. Rush 2 won't

however ... seems

Gaming Monthly, Expert

ultra-cool vehicles in

he home versions of San Francisco

Rush were certainly unique playing some great track designs that made for some very exciting matches. On the other hand, you had some shoddy controls that made for some very rustrating matches. Well, the developers have listened to all the comments, criticisms and complaints and are now attempting to bring us a new-and-improved Rush experience. Rush 2 uses a completely reworked version of

the original Rush engine—the cars will drive much differently than they did in San Fran, Certain cars can now drift, meaning you'll be doing a lot more You'll still be able to pick non-drifting cars (i.e., "realistic" cars—after all, real-life racing cars aren't supposed to powerslide at 150 mph), which may actually perform better in the hands of veterans. On top of control tweaks, the game will have 11 new tracks (plus one hidden one). Most of the courses are themed around U.S. locales, like Las Vegas and Alcatray The others are strictly stunt

tracks and are designed to cause havoc, like the Half Pipe, Of course, Rush 2 will be full of shortcuts and rooftop racing Besides the new tracks, you'll get to drive one of 16 selectable and five secret cars. You can customize them, from altering the detailing and color, to changing the engine, tires ... even the hom! You'll also be able to dress your car with heavy-duty roll bars and body framing - all the better to smash



Rush 2 will be a whole new playing experience with improved physics, new tracks and better control. That's all nice ... we're just thankful they changed the music.

The improvements don't stop there. The programmers have tweaked the physics engine, improved the graphics, and perhaps most importantly of all, changed the music. It certainly seems the development team took the time to listen to the gaming community and fixed a lot of the problems plaguing the first game. So if you were left with the impression that San Francisco Rush could've been something great, keep an eye out for Rush 2. It may finish what the first game started.



#### Behind the Screens

other cars with.

You know you want it: four-player Rush, But it's not happening, "Rush is still a one- or two-player name." the Rush development team tells us. "Unfortunately we cannot add more players on the N64. With tracks as environmentally rich as in Rush, game performance would suffer with more than two players."

It might sound like typical company line BS. but the fact is, the backgrounds in Rush 2 are more detailed than those in your typical fourplayer split-screen racing game, Compare environments. You can see how plain the backgrounds are in the other names compared to Rush 2's. Obviously, a four-player, splitscreen Rush game would be horribly slow and choppy. OK, Atari ... we'll forgive you this time.



air is what the Rush games are



Here's Crispin abusing the green Beetle Volkswagen lent us for our Summer Gaming Guide



F-Zero X



Lamborghini

) 64 Preview

Publisher/Developer Players/Genre % Done Release
Midway 1-2 70 Rovember
Boss Studios Sports 1998

Web Address: www.midway.com

# Twisted Edge Snowboarding

# Boss Game Studios Takes On 1080° Snowboarding

150

The number of different tricks you can perform in Twisted Edge Snowboarding.

ust when you thought it was safe to assume no other snowboarding games were coming out, along comes Twisted Edge from Boss Games (the company behind Top Gear Rally) and publishing giant Midway. With 1080° Snowboarding already available, the obvious question is if Twisted Edge is better or at least as good as Nintendo's snowboarding extravaganza. Unfortunately it's too early to give a definitive answer, but judging from the version Midway recently sent, the game is certainly headed in the right direction.

With the number of snowboarding games already out

for all of the systems, it's easy to create a product which seems unoriginal. So far, this is the case with Twisted Edge, but this isn't necessarily a bad thing. After all, we are talking about snowboarding, and the basic rules apply to most every snowboarding xame

out right now: slopes, obstacles, snow effects, gen x-looking characters, licensed clothing and snowboards and either a rock or techno/dance sound-track. Yes, Twisted Edge-has all of these things—and Boss does them quite well. In particular, the music is so good in some parts, you'll swear it's coming from a CD. In addition, the graphics are on the same level as 1080°, except with more of a Top Gear Rally feel. This revision doesn't have a huge number of effects, but there are enough in there to notice.

As you might have guessed, each of the racers and snowboards have their own statistics. More racers open up after beating the intermediate difficulty level, with even more possibly opening up

after beating the entire game. The same thing



Four snowboarders at once makes for some crowded slopes—unless of course you're in dead-last place.

goes with the courses—after advancing in the game new courses open up, while others are simply extended or populated with obstacles in new locations. The Rumble Pak reacts differently depending on the type of terrain you're on as well. Multiplayer-wise, Twisted Edge doesn't break any new ground. At first, early press releases suggested some sort of Four-player Mode, but it looks as if Boss is going to stick with a traditional Two-player Split-screen Mode.

Outside of what makes Twisted Edge like every other snowboarding game on the market, there are a few features that stand out. First, the courses are decidedly wider than most other snowboarding games and seem to have a load of alternate paths. Another feature that will add to the "strategy" aspect are the tricks in the game. Unlike other snowboarding games, tricks in Twisted Edge actually speed up your racer. Think of successfully completing tricks as an ego-boost of sorts; therefore, you're more confident and go faster. There are quite a few tricks to perform—somewhere around 150 of them—so gaining speed shouldn't be a problem.



See that big, dark hole up ahead? For the love of God, man—don't you dare go in there!



If you're not careful, your opponent will accidentally run into you and knock your ass down.



For those of you who like two-player action, go with the Split-screen Mode and take on a neighborhood chum.





[THE STEALTH NINJA RIKIMARU, AS SEEN BY



# LIVE BY HONOR.

For the first time in a game, you must act like a real ninja. Avoid detection and strike when least expected.



Move without sound. Merge with air. Attack with deadly precision. Kill by stealth.



You are a ninja in sixteenth century Japan steeped in mystic tradition. Your first mission is to assessinate the evil merchant Echicosta



"The solid control, incredible graphics, and unique gameplay experience make Tenchu one of the sleeper games this year."

- ULTRA Game Players

If you're good, the first time anyons sees you will be the last. Spare no mercy.











# KILL BY STEALTH.

View the world in third person, using the panning camers to peek around corners and sneak up on enemies.



Choose from two ninjas, Rikimaru and Ayame. Use over 20 weapons and spells to complete the ten assigned missions.



"...th. The most sp. ctacular gam verser ated... An in PlayStation Unine

"...an instant and highly impressive classic"

- Next Generation Magazine

TENCHU

STEALTH ASSASSINS

www.activision.com

ACTIVISION.



THE VOCAL CORDS OF A PALACE GUARD.]

# LIVE BY HONOR.

For the first time in a game, you must act like a real ninja. Avoid detection and strike when least expected.



Move without sound. Merge with air. Attack with deadly precision. Kill by stealth.



You are a ninja in sixteenth century Japan steeped in mystic tradition. Your first mission is to assassinate



"The solid control, incredible graphics, and unique gameplay experience make Tenchu one of the sleeper gan es this year."

— ULTRA Game Players

If you're good, the first time anyone sees you will be the last. Spare no mercy.











# KILL BY STEALTH.

View the world in third person, using the panning camera to peek around corners and sneak up on enemies.





this is the most spectacular. Anime PlayStation Online

> ...an instant and highly impressive classic - Next Generation Magazine



# NINTENDO 64

# The Legend of Zelda: Ocarina of Time

It's been a long time in coming, but finally, the new Zelda is almost upon us. The Legend of Zelda: Ocarina of Time is due out on Nov. 23, and is shaping up to be one of the biggest gaming events of the decade, if not ever. We've finally had some hands-on play time with the U.S. version and all we can say is "Wow." Be sure to check back next month, when we blow the doors off what will surely be Miyamoto's greatest adventure yet. Trust us-if you're a Zelda fan, you won't want to miss it.

















GOHMA











# Ye snooze, Ye lose.





on't blow thy only chance for a limited-edition gold cartridge:

Get thee to a participating retailer starting Oct. 24, 1998.
 Reserve thyself a copy whilst supply lasts.
 Rejoice and be glad!!



Zelda. Have pe what it takes?

# Preview Gall

# NINTENDO 64

#### Zelda continued...















gain STREMGTM.
gain SPEED.
gain WISDOM.



# DRAGONSEEDS

PREED BEASTS COR BRITE

THE PURISH SAME DATE OFFICE AND PRODUCTION AND









### NINTENDO 64

#### Perfect Dark

Need we say amything? It's first-person shooter from Rare. Perfect Dark is the follow-up to the smash-th Goldensipe, and features Joanna Dark in a variety of objective-based missions. For a proper preview of the game, check EdM stop, page ap. For now, take a seal; look at the pits and hope Perfect Dark mixes it out when it's supposed to—sometime in the second quarter of 1999. Please, Renz, please!







#### Duke Nukem: Zero Hour

Here are more pics from GT interactive and Eurocom's Duck wikem? Zero Nour, Like this game's RayStation cousin from n-Space, Zero Horn has Duck treveling through time, Although thou has been been provided are quite notice to the control of the country of the co







DUE SOON.





"Test Drive 5 is coming your way and it looks amazing" - ISM Magazine

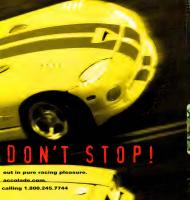
"The high resolution graphics will blow you away!" - Pathens

# FASTER HANDER!

Balls to the wall, hammer down street racing that"il have you screaming
If you like to watch, download the demo at <u>www.</u>
For a really good time, order direct by

"Zi real fonced vehicles — altra-fact sports cars and souped up muscle cars —II real world tracks.

"Gline high resolution graphics mode — 2-player spill-corear racing. —Shortcost and alternative parties
has looking soundiread featuring fear factors, Granty Gliss, Innice III, NEFFIR, and Prickabiller — 2-player deng strip racing
"Gen closes mode — write the com — first the care arisons. All the conductors control life and present arisons."



TEST DRIVE

















### NINTENDO 64

#### Jet Force Gemini



We still haven't actually seen this Rare game in action, but the screenshots sure look good. In this 3D action title coming in early '99, you control there separate characters (uno, levia and the dog Lupus, Fighting the evil Mizar and his insectiois horder, you must choose which character's abilities will weak best in a particular level. The game will also feature various Two- and Four-player Modes.









#### NBA Jam 99

Straying far, far away from its roots as an overthe-top basketball free for all. KBA jam go is going normal on us. This high-ses title from Acciain will feature all the good things a fully licensed KBA sim has to office. Signature moves, on-the-thy play calling and some wicked jam animalions—maturally. Don't worry too much about all this sim strate. A five-on-five "jam Mode" will all his son soffice.



#### FIFA 99

EA's FIFA series of soccer games has made quite a comeback since its dismal first offering for the NG4. FIFA 99 will build upon the success of World Cup 98 and Road To World Cup 98 by implementing several new improvements, mainly, a faster frame rate, better AI and a bost-load of new stadiums and players. A guy could go broke trying to keep up with all thesi new editions.





### NINTENDO 64

#### Shadow Man

Shadow Man from Iguana U.K. is set in the bayous of New Orleans, where you (as Shadow Man) Irrarel between the Livestide and Shadow Man) Irrarel between the Livestide and resurrected serial killers. Each of the game's the serial seri





#### NBA Live 99

#### NHL Breakaway '99

Acclaim's Breakaway '99 is beefing up its Al as well as its look. Details like authents player Sizes, besed on actual heights and weights, will be reflected in the game. Also new will be the Momentum Based Checking System. Basically—a small player running ito a large player won't cause much harm, but the reverse won't be true. Brig it on little buddy:



NRA Live 90 is coming to the M6\_III We've totally peptined about the Live series making the jump to peptined about the Live series making the jump to the M64. If EA can pull this one off, we're sure the M64 will have the best basketable sim yet. Beyond the stuff we've seen previously in the PRI\_SERIES we've seen previously series of the SERIES we've seen previously series of the SERIES we've seen previously series of the SERIES we've seen previously series we've series we've seen previously series we've se







### Starshot

Here are some new shots of Starshot (formerly Space Circus) from Infogrames. This 3D action adventure should be coming to us by the end of this year. One feature that sounds cool are the number of characters you interact with-more than sool With that many video game characters to interact with, who needs real-life friends? For more info on Starshot, take a look in EGM #100, page 58.

**ENDO 64** 



So what's different between this game and the PlayStation version? Not much. For those of you who aren't familiar with the PS one, it looks kind of like Tomb Raider, and the object of the game is to conquer the Brotherhood

of Heccate and its leader Adam Crowley. In short, he has turned the local townsfolk into fearsome creatures you have to kill. Look for it in early 1999 from Activision and Kalisto.









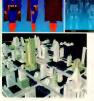


#### Superman

This one's coming from Titus sometime in November. As you might notice from the style of Superman below, the game is based on the animated series. In the game, you must save the world - and Lois Lane of course - from Lex Luther. As Clark Kent and Superman, you need to fly and walk around Metropolis saving people, fighting villains and doing other Superman things.

### Roadster '98

There's something about tooling around town in a roadster that makes you feel like a soy. Whether this is the case or not, Titus is bringing their next racer to us in November. It features more tracks, more cars. additional modes of play and an enhanced graphics engine over their last title, Automobili Lamborghini. On a side note, why in the hell would you drive a convertible around in the snow (see pic below)?









# THEIR MOUTH

HANDS.





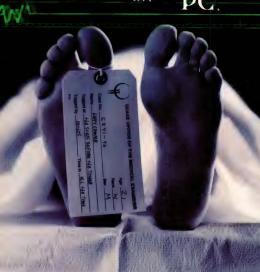




Exclusively on the PlayStation® game console, from 3DO www.3do.com



# PRACTICED ON A PC.















TOOK WHAT WAS RELEE AND HADE IT HASS PREDICE. MORE NEW LEVELS AND TOMALY RESERVED RESTRICK USES THE RESERVED FOOD DESIGNED TREAT HE PER-VESSION WITH DEVELOPMENT ARCASE RESIDES RESONED TO MERCE OF AND PLAYSTANCE CAME. CORROL PREDICTION OF THE MATERISERS AT ID, IN SEQUEND IT WHEN TWO AND CAME. PLAYER DEMINISTIC CHARACTERS, RELEV CONTROL OF CONTROL OF SOME OWN OF PLAYER DEMINISTIC CHARACTERS RELEVANCE, TO THE TEXT THE TREATMENT OF THE PLAY THE PLAY THE PERVENDING THE P

**ΨUAKE II**<sup>™</sup>











# **LayStation**

## Destrega

Omega Force

Fighting

True 30

ired of 3D fighting games that still have that 2D feel? Then get ready for Destrega from Koel-a 3D fighter you feel like you're in a real 3D world, and not just on a flat

plane out in the middle of nowhere, Koel and Omega Force brought us the surprise hit Dynasty Warriors (which is an incredible polygonal fighter by the way), and so far it looks like Destrega may surpass

The game opens with some but that couldn't be further

The Character Select Screen may have you thinking this is some Toshinden-type rip-off, from the truth. Except for the fairly unoriginal fighters, Destrega is a fresh 3D fighting game that has loads to offer behind its cinematics and interface.

First, within Destreza's five play modes (most of which are standard fighting game fare), there's the game's most impressive feature—the Story Mode. We haven't seen a Story Mode as seemingly complex as this in a long time, if ever. (We say seemingly because all of the dialogue in the demo Koei recently sent is in Japanese.) The story is one of mysterious magic powers, ancient civilizations, great wars, revenge and skilled fighters brought together to regain nower of Not only does this Story Mode give you the backgrounds behind each of the game's characters through the story of the main character Grad, it fools

you into thinking you're watching a movie. Thanks to the great use of in-game graphics and sweet camera work, these cutscenes truly present you with a cinematic experience. Believe it or not, they're similar in nature to Metal Gear Solid's-although not quite as impressive as those. All of the voice work in the finished product will be in English, performed by American voice actors

There are 12 characters (including the Bosses and other secret characters that may very well turn out to be some of the stars of Dynasty Warriors) with unique attributes. In addition, each of the characters has his/her own unique environment

The game's graphics are as impressive as its battle system. Nice-looking animation, polygonal character the cutscenes) and fairly fancy effects await you.



As Grad in the Story Mode, you must take on a slew of bad guys-from lowly underlings to the big Boss himself.

#### Why Destrega is Cool

Destrega's 3D arenas are fairly large When you are far away from your oppon he camera pans WAY back. Even though it ay seem like fighting from this viewpo id be difficult, the game's projectile ic system makes it easy, keeping the ction intense. As you make your way ard each other, the camera pans in r-in some cases making the g ook like a regular 3D fighter, Note: circled areas are where the two fighters e standing in relation to one and w that's what we call distance







#### enemy for an easy hit-they can be countered or avoided, so be careful.

The fighting system (in any of the modes of play) works like this: You have three magictype attacks which can be used when you're far away from your opponent - Fast, Power and Span. Each of these attacks can beat an opponent's magic if fired at the same time, much like the game rock, paper, scissors. In Destrega's case. Fast beats Power, Power beats Span and Span beats Fast. These magic attacks can be put together for some devastating combo action if your magic meter is charged enough, too. Since the battles can get pretty intense -- which makes trying to counter a particular type of magic tough - each magic attack will be assigned a sound. That way, after learning these

sounds, you can counter an enemy's magic blast more easily. Of course, it won't be too easy In addition to these long-range attacks, Destrega has two close-range attacks-Weak and Strong, Most combos when up-close are simple one-button types. There is also an offensive sidestep punch which players can use when in close-range combat. On the defensive side, players have a magic shield, a magic dash and a simple jump to avoid being hit by most magics, and a standard block for nunches and kicks. One other cool move in Destrega is when you're being juggled by the enemy-if you



hit Ls on the way down from the trip, you'll land on your feet and take less damage. And if things get real bad for you health-wise, you can simply run away and hide behind a barrel since the playing fields are so large. The great thing about having both long- and close-range attacks in a true 3D fighting game like Destrega is the battles never get old. You don't have to run around after your opponent and slash when he/she is close enough. All you have to do is blast him or her with one of your magic

way in those fights.

attacks. Of course, he/she can then use a counter magic attack, and the fun keeps going. On top of this, all of the environments have obstacles you can hide behind to avoid magic come after you. Needless to say, Destrega has room for a lot of strategy. But don't be scared away by the seemingly complex control system and strategic battles - Destrega is still a fighting game at its core and plays like one, with intense and fast fights. And with Dual Shock support you will undoubtedly feel the every blast, punch and kick that comes your



ruins-your neighbors and loved ones are lying on the ground, dead.

#### Another Reason

See those pillars in the pic below? Well. you can use those to avoid enemy projectlies. As you're running agic, you can roll hind one of them er protection. The magic will bit the lar, giving you a nce to fire off a couple of shots vourself. How do we know this? The enemy in the pic did it and

then killed us ... nice Al. eh? Bastards ...







Travelers Tales Web Address: www.playstation.com

### A Bug's Life

### It Ain't Easy Being An Ant

eagerly been awaiting the next film to come out of Pixar Entertainment which we now know's A Bug's Life. Faster than you can say, "How can I make more money?" we have a video game adaptation of what should be another quality picture. You take control of an outcast ant named Flik who has to save his colony from a band of no-good

highlighting the most exciting

each. Your nemesis and leader of

the grasshoppers is Hopper who

believes ants are meant to serve

his kind. There are a bunch of

#### Behind the Screens

The Art of a **Bug's Life** 

Here's a quick look at some of the great artwork that we've on for the movie.



towering mountains and deep trenches are only small ant hills and small ditches. The objectives of each mission are quite varied and have different antagonists. In the first level, he must defeat Thumper and escape Ant Island, In Level 2, he has to escape from and defeat a bird that is trying to make a small meal of Flik. Later on he'll have to run through a riverbed filled with baddles intent. on making the road to the other side as









Some of those black spiders don't

care where they poke our hero.





Free-roaming the fields can be quite an adventure for Flik. His primary weapon, the berry, is deadly to spiders.

has some good graphics and detailed worlds but lacks solid control. The game is slotted to be released at the same time as the movie, so let's hope things come together for both projects.





He's a cute little guy but watch out for his bad side. You don't wanna go there.



Once Flik cracks this baby open he'll be greeted by a nice surprise.



Electronic Art ress Start

## Knockout Kings

## Boxing Legends Past

"I'm the greatest of all time!"

ORTS LOADING

And Present Square Off there is quite a respectable history of video game adaptations

of the sport of tradition started with Atari Boxine and continued on with such notable titles like Ring King, Mike NES), Muhamad Ali Boxing Buster Douglas Boxing, Evande

Holyfield Boxing (all on the Sega Genesis) and Super Punch-Out (SNES). Although some of these titles featured real boxing stars, none have as many past

and current greats in one game as Knockout Kings. There are some no-shows like George Foreman and "Iron" Mike Tyson who were left out due to legal and uh ... moral reasons but at least you can create

them in Career Mode. To round out the total boxing experience we also have referee Mills "Let's get it on!"

Lane in the ring and Jimmy "It's show time" Lennon Jr. making ring announcement Lane can be heard before and during the bout spoutine

warnings as well as delivering bells and whistles are Sean commentary booth. Bells and whistles aside, Knockout Kings features realistic fighting action which is crucial in a game with such too names displays some nice motion-This should be corrected

when a review copy floats



Matchups like Muhamad Ali versus Rocky Marciano and Butterbean against Evander Holyfield are but a few of the dream matches possible in Knockout Kines

Each of the fighter's characteristics affect the style and how well he will fight. This means that dream matches between such greats as Muhamad Ali and Evander Holyfield should yield fairly accurate results as long as they are played by equally skilled players

Choose from several different modes including Exhibition, Slugfest (no-referee, all-out scrapper). Training and Career In Career Mode, you create a boxer and customize his looks, then start training You can enter into the light-, middle- or heavyweight classes depending on how big or diminutive you want your fighter to be. It is unclear whether there will be an option to choose your ring music (Caree the real boxers in the game have individual theme songs that reflect their personalities. You can expect such diverse aural experiences like hip hop, rock or big band and swing music. Knockout Kings will make

its way to stores this November.



Knockout Kings has an



Web Address: www.playstation.com

### **Bust A Groove**

#### Dance Fever Meets Electric

The character Kelly has

a special rubber suit she

has gone into debt to

buy. Anything to be

different, I guess.

Boogaloo

t would be easy to classify Bust A Groove as a gimmicky game that wants to ride the coattails of PaRanna the Ranner, but that isn't quite true. In development for more than three years, the dance rhythm game was originally set to start the genre itself. However, it is true that it wasn't until PaRagoa that Groove finally took a more similar approach to dance simulation

Taken on its own, Bust A Groove features excellent character designs coupled with exciting motion captured dance moves. The emphasis is on timing



the buttons to the rhythm (every fourth beat) instead commands, in fact, you can turn off the onscreen button indicators if you ike. In this way it's almost like a fighting game because each character has set combinations that can be linked together. The are tons of possible combinations, but only a few

these, you'll need to work out a routine that starts small and continues on to ore complicated button combos. The main thing to avoid are routines that end prematurely resulting in only two to three combo moves instead of a five

combo or word ratings like "Chillin" The music is perhaps the biggest draw with new tunes provided by Avex Trax which is currently the hottest record label in Japan. The U.S. version features all the same music with lyrics redone in English. There is actually only four or five songs that had Japanese lyrics (all

raps were done in English) so the change is fairly minimal. This preservation is understandable since much of the appeal of PaRappa were the offbeat sones that had a touch of I-pop/rap to them. With 10 regular characters and four hidden ones each with its own endings. Bust A Groove will pack in plenty of playing time. Are you down?



PLAYSTATION

#### Censored ... just a bit

#### Groove has remained largely intact with

the exception of the translated lyrics and these two replacements.



a flask of alcohol



Hiro's Cancer Stick. No more smoking for the natural playboy of town.

#### Behind the Screens

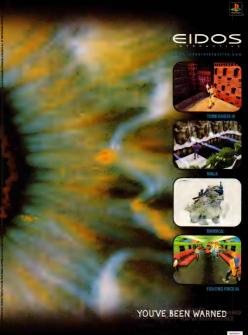


#### Real dancers and singers!

The characters in Bust A Groove benefit from the motion-captured gyrations of real dancers. Pictured left is footage from a past Tokyo game show where each of the characters were represented by a costumed hip hopper! Although dubbed over in English for the U.S. version, the Japanese game featured vocals by Avex Trax artist Morinaga Hatsumi. Her soulful vocals are displayed in Kitty N's stage.











## HIT OH BUFFY

THE WORM

orive a BMW

## BUY a six pack

physical capabilities. As long as it's one of the drawn matchines you'll find in the sain-cipaling, most enapping all-functions the'll rick strong a SPORTS DAY SUPPLIES.

HOOSE FROM COMPLETELY CUSTOMIZABLE, PERFECTLY

BMW M3, PANGZ ESPERANTE, SAL

TE, SALEER MUSTARG, CALLAWAY GORVETTE & MORE

THEN TRAVEL TO ALL 12 OFFICIAL COURSES IN THE GOOD OL'U.S. OF A AND LET IT RIP AGAINST ALL OPPONENT OR NEAL LIVE SPEED FREAKS IN A SPECIAL WAY AND SPLIT SEREEN MODE.





#### PLAYSTATION

Psygnosis Premasis

Web Address: www.psygnesis.com

### Psybadek

#### Don't Call It A Snowboarding

Behind the

Screens

Psygnosis and Vans,

Inc. have teamed up

will feature clothes

and shoes from the

ular Southern California-based

rnative cloth manufacturer. Vans Is

returning the favor by

promoting the game

at the Vans Triple

Crown Series, the

Vans Warped Tour

and in Vans' back-to-

ool trading cards.

for some major cross

promotions. Psybadek

Game

Psygnosis' new action/platform title that combines

gameplay elements from different genres to create a new playing experience. Imagine if you would, a forward-scrolling 3D action/platform game, like Crash Bandicoot, But Instead

of running through levels, you hoverboard, That's basically what this game is about. You play as Xako or Mia. two young generation X-ers who must ride their hoverdeks through 50-some obstacle- and enemy-filled staxes to rescue their fellow stackers. The levels are, for the most part, straightforward dek-boarding material (meaning long, narrow and full of ramps). Along the way, you

can pick up powers-ups (like jump lets or dek boosts), special weapons (like magnetic mines or boomerang bombs) and new tricks (see sidebar). And of course, you can pick up the obligatory 100 icons for a free life (gasp!) You start the game in a main warn area, where you can either practice some moves or pick a world

to enter. Each world is made up of several individual stages. Most of them are the forward-scrolling. down-ramp style we've been talking about. But scattered in between are minigame-style levels. where you might have to stay in place and shoot



Boss, you'll have to face it in an arena, which usually involves dodging attacks while looking for a weak spot (typical Boss stuff). If and when you defeat a Boss, you'll earn a new trick to use in the game. While Psybadek introduces new gameplay feature (hoverdeking in a platform game is a great, highspeed idea), the game still feels very familiar: You stomp on enemies, you jump over pits, you collect collectibles, etc. Look for this game to be released this winter, just in time to cash in on the seasonal snowboarding craze.

creature on a huge hoverdek track. After racing a

#### For more info on the Vans events, check out www.vans.com

Some of the levels have you sitting in the middle shooting at enemies, similar to a carnival game



On this stage, a beaver will take you water-skiing through an obstacle course.

#### Turning Tricks

in Psybadek, you don't use tricks to impress judges and score bigh points-you use them as offensive techniques. The game uses a very primitive tricks system in order to keep things flowing and simple. All you have to do is held down the Trick button until the little colorful meter reaches the technique you want to execute. then let go and jump. Vollá, instant super attack with a minimum of fuss or joypad motions. You'll start the game with one trick in your arsenal and eventually earn



seven more.

# THE FUTURE HAS ONE TINY HOPE FOR SURVIVAL

#### GT Interaction King of the June

### Invasion From Beyond

## PlayStation

Vs. Mars

My 2 Cents

ow! Invasion From ond is really ncredible. Who ould've thought it? I heard about the game awhile ago, and although the concept sounded cool. I didn't know If the end product would be worthwhile Now I do know. Even In this early revision of the game, it looks like Invasion From Beyond is going to be something special. It's just a solid game. that's a lot of fun to play. Keep an eye on this one-chances are you won't be disappointed.

-Shawn Smith

emember the movie Independence Day? Well, if the game by the same name didn't do much for you, it's time to gear up for Invasion From Beyond developed by U.K.-based King of the lungle, published by GT Interactive. The game puts you behind the rols of a series of craft, while you must save the

Earth from an onslaught of aliens in a somewhat After starting the game, the first thing you'll notice is the speedy frame-rate. We're talking fast hereat least so frames per second, usually around 60 fps This is a good thing when you're in the heat of battle since it makes the action seem that much more intense. You may think graphics would suffer with

such a fast frame-rate, but you would be wrong Invasion From Beyond has great graphics and little pop-up. And the pop-up that does exist is done in a friendly way, so clumps of mountain don't appear out of nowhere. In addition, there are plenty of snazzy effects - lots of flashes, explosions, weapon trails and starbursts. So how'd King of the lungle do all of this and keep the frame-rate high? Basically they built the engine and graphics library from the ground up, "We chucked the Sony graphics libraries as we need to do things our way to keep the speed at maximum," said Stephane Koenig of King of the

Jungle, producer for Invasion, "Generalized graphics libraries just don't cut it." Once you play into the game a bit, you realize the action is only part of the fun and plenty of mission

objectives await. Some missions will have you escorting allies around fown while they gather info from various sources on how to destroy the aliens, while other missions put you in a Defender-esque situation where you must rescue humans and transport them to a safe location.

There are a large number of craft that you can control, some of which are unlocked after playing through the game or by killing a large number of alien ships. Battlestar Galactica or Star Wars, while others look like something from a cheesy 1950s sci-fi flick. Each of the ships can be outfitted with different weaponry-more



In addition to the numerous Earth-based missions Invasion From Beyond will take you to the moon.

than 60 of them-ranging from standard laser-types all the way to heatseeking missiles and beyond. One weapon in particular looks like one from Erose

There are a huge number of alien craft to destroy in the game. which usually come objectives are sent to you via an in-game transmission. By the end

frames-per-second King of the Jungle guarantees during play. Usually the game will run at 60 fps.

50

of the third mission or so you'll swear you've killed the entire alien race. You'd be swearing in vain. though, because there would still be some 15 more missions to play through, all of which have more allen ships (of all shapes and sizes) in them. In between killing aliens, rescuing humans and completing mission objectives, you'll have to stop by your base

to recharge. For more info on Invasion From Beyond and a sley of screenshots, check out www.videogames.com.



Your ship can hold an array of weaponry at the start. In later missions, more powerful guns can be installed.









Second Generation Technology Award-winning Hi-Rez\* graphics boasts more polygons and colors

All-New NFL Artificial Intelligence Game strategy written by New York Jets Offensive Coordinator Charlie Weis



Authentic NFL Action Choose from 30 team specific playbooks like the 49ers





All-New Two Man Broadcast Booth Play by play from Mike Patrick and color commentary from Randy Cross





Turn Back the Clock Replay key moments om ali 32 Super Bowls





NFL QUARTERBACK CLUB

sweat the details



#### Driver

#### Take A Walk On The Wild Side

nce in a white, comes along that makes

#### such a game deserving of Behind the Reflection's (of Destruction Derby 1 and 2 fame) newest Screens the role of a setaway driver

The Arch That Wasn't There ... A True Story

In Miami, Fla., if you bead north on Collins. you can see the Fontainebleau Hilton Resort and Towers which has a mural of an arch painted on its side. The artist painted the arch so it looks like you can see right through the building ("underneath" the arch, the artist painted what's supposed to be on the other side of the hotel). Apparently, the artist did a much better job

ever thought. One day. a blurry-eyed drunk driver drove straight into the building. thinking the arch was real. Since then, the avor has ordered rominent trees and eenery fald down in ont of the mural, just to be safe. As if we needed more proof that drinking and driving don't mix ...

a sleeper game us, we make it our duty to hype it. Driver is

entrant in the play-as-the-villain genre where you'll get to play operating in four cities modeled after their real-life counterparts. Sound cool? Read on ..

Picture this: The mob suspects one of its members is working for the other side. The possible Benedict Arnold. So until you see him leave from the building across the street. Now. you have to tail the guy and find out where

he's going. Be careful though - follow too close and the suspect won't go anywhere suspicious. If you don't follow close enough, you might lose Or picture this: You're asked to pick up a car from

the shipping docks and deliver it to a safe area.



Driver has great Gran Turismo-quality replays.



The true Fontainebleau Hilton in Miami



Publisher/Developer Planers/Genry % Done

Artice

ist Oh

1999

TRA

**Poliartion** 

Web Address: MA

Driver is all about realism and immersion. Other cars will behave as they should, obeying traffic signals and even getting into accidents on their own. Of course, feel free to purposely cause a few accidents on your own-you know, for effect.

The car isn't stolen, so it looks like it'll be an easy mission, free of hassle from the law. The sizable fee you'l, be receiving, however, makes you suspect the locked trunk has something more valuable than just a spare tire. That mysterious black Trans AM following you confirms those suspicions. Enter: the high-speed car chase.

And that's what basically the game's about: doing bad things and driving real fast. "We're trying to capture the feel of all the classic '70s car chase oriented TV shows, like The Dukes of Hazard, Starsky and Hutch ... even stuff from Blues Brothers," says Martin Edmondson, owner and all-around big bossman at Reflections. From the early looks we've gotten so far, the game is right on target. Driver will have you crashing into cop cars, running red lights, flying over the hilly





ton in Driver

#### **PLAYSTATION**



Nothing screams '70s car chase scene like the old drive-through-a-nicely-



chase scene city of choice, of course) and so

much more. What makes this all so exceptionally fun are the What makes this all so exceptionally fun are the New York City, Mismi and Los Angeles. Like EAVs ALLO Destruct, you have ful freedom to drove at a contract the contract of the co

the San Francisco stage!
Reflections is currently on the hunt for a U.S.

publisher, but plans on having the game ready for U.S. release by February of next year. We'll be doing another preview of Driver when the game nears completion.

The car physics and damage detection is superb. What else would you expect from the team that brought you Destruction Derby?



As in the movies, a lot of shady deals so down on the docks.

#### Behind the Screens

Like some Band McNally employees on a crusade, the Driver fearn meticulously mapped out more than 120 miles worth or of the cities. They drove around in a lime, fillming with one video camera pointed forward fused for navigational purpose. Jim buildings and other landmarks). The team then synced the two videos together, so the first video would tell them exactly where everything in the second video.

12 hours of footage to help sketch out the streets and buildings of a large chunk of each city. Artists then took those sketches (top) and transformed them into wireframes and polygons (bottom), all ready for use in the game









Electronic Arts EA Sports Web Address: www.easports.co

> The new Shot Meter measures shot intensity. The longer you hold the button down, the stronger the shot.

## **NHL 99**

#### Can The Best Get Even Better?

NHL 97, many touch, Then, out of nowhere came last year's incredible NHL 98, one of the best hockey games ever made. Well, believe it or not, it's that time of year again (time sure does fly ....), and EA Sports is

#### My 2 Cents If you read my review

of NHL 98 last year. then you know that I asked EA for two things in NHL 99: analog control (a niven) and classic teams. We got analog control, but heywhere the hell are my classic teams? OK, so maybe the fact that I'm an old-school Islanders fan has something to do with this (heh heh), but still-they do it in Madden, why not here? EA, are you listening? How else am I gonna relive that early '80s dynasty? Surely I can't be the only hockey fan who would appreciate this ...

-John Ricclardi

fter 1996's disappointing fans of the series thought EA had finally lost their

back with the latest incarnation of their hugely successful series NHI op The version of NHL 99 that we received isn't nearly finished, but already it's shaping up very nicely. The game engine is basically the same as last year's, but with a slightly higher resolution, improved animation and several new gameplay

features. The All right now is excellent (especially goalie A), which is real tough), and the overall presentation and atmosphere are top-notch, just like last year. Graphically, the game looks great. The same TV-style presentation that was used last year is in full effect, and the player models and animations are terrific (there are several new animations this year, too), Oddly enough though, in this early version at least, the frame-rate is rather disappointing. It doesn't affect play too much (you get used to it), but it's clearly not as fast as it was last year. Hopefully this is simply because

the game isn't finished yet -according to EA the game's animation is only 60 percent complete as of this writing, so it's still possible that things will be sped up by release. The sounds are every bit as intense as we hoped for, with great two-man play-by-play and awesome crowd sounds. When it comes to overall backey atmosphere, no other game comes even close to this One particularly nice improvement to this year's

game is the addition of analog control (which was sorely missed last year). It's super smooth. and the control is surprisingly tight. The Dual Shock support is a nice touch, too (hard checks



Can EA one-up last year's brilliant NHL 98 with this year's NHL 99? So far, it's lookin' good ...

never felt so satisfying ...). Other new additions this year include the option to play on international ice flarger ice surface, international rules), several new coaching strategies, a new "Beginner" difficulty level (for you newbies out there) and finally, a new mode of play called "Coaching Drills." This mode lets you practice several different on-ice formations (plays, specific situations, etc.) over and over until you've mastered them. This way you can practice power-play situations or breakaways, or even just skate around freely to practice your moves on the ice. The concept is cool, but some more specific drills would be nice (most of them are pretty basic, like 2-on-1, Powerplay, One-timer, etc.)

All in all, NHL 99 is shaping up to be another huge hit for Electronic Arts, By the time you read this, we'll already have our hands on a final version. so keep an eye on next issue for the full review and keep your hockey sticks crossed in hopes that the development team managed to get the frame-rate up to a more respectable level.





practice several different on-ice scenarios to fine-tune your skills.



#### Formula 1'98

Simulation Is My Middle Name here has yet to be a Formula : simulation that has matched Psvenosis' past two installments and this year's

version sets out to raise the bar ever further. Formula 1 '98 features all the cars and teams from the 1998 racing season, including the license to use stats and official bits and bons by the Federation Internationale l'Automobile (FIA). All this means is that fans of Formula 1 will have a complete experience as far as the sights and sounds of racing





in this year's version is the four-player simultaneous racing action achieved via the two-player Split Screen and the Link Mode. This proved to be a great bonus last year and remains something that is further enhanced this time out. Even with four-playe controlled cars, there will be so computer Al cars on the course. Some of the brand-new enhancements include a fully animated pitstop, added camera views and redesigned cars with new physics effects that will affect your car's performance. The overall graphics are sharper as well with less pop-up and a new particle system. The proof with the F1 series has always been the Season Mode and we'll hand out the verdict in an upcoming Review Crew.









989 Studios

### NHL FaceOff '99

### Let The Hockey Wars Begin

My 2 Cents I used to dig FaceOf

(ving the Al and ast kept ephancing

lew FaceOff '98 away

and while this year it's

too early to say which

I have to admit that right now I'm leaning ward NHL 99

nice (better than last

year, for sure), but it's ing to take a lot of work to get the Al to a respectable level. and judging from past

nes in the series.

that it can (and will) be

me. Keep an eye out

-John Ricciardi

I'm not too confident

for reviews of both

me'll get my \$40,

sceOff definitely looks

until they stopped

the graphics engine

Last year's NHL 98



last year's which looked

like crap next to EA's NHL 98), 989 Studios is back and ready to go head-tohead with EA again with the latest incarnation of their well-known hockey franchise.

Even though the game is due

first playable version of

early stage.

FaceOff '99 that we've been able to get our hands on. issues that need to be

worked out before release the red line, CPU-controlled players reacting though-we're pretty sure these are simply the result of the game still being at a relatively

According to olio, this year's FaceOff sports on percent more polygons and double the amount definitely looks better and runs smoother than last year. The player models are nicely detailed. and each arena looks much better than the ones play-by-play is very nicely done, and adds a lot to the TV-style atmosphere of the game. Also new are on-the-fly strategy changes, using the Li and Ri buttons for defense and offense

we've came to expect from 989, like icon Passing (and new Icon Switching on defense - a cool idea), analog control with the Dual Shock pad, and the ability to create, trade and release players (and sign free agents, too)



Ultimately, whether or not FaceOff '99 can stack up depends on how the Al turns out. The game engine is already solid, and the presentation is improved - but if the game has flawed AL everything else goes out the window. Currently, it's too early to say how things now), but we're hoping for the best. Hopefully we'll



FaceOff '99's arenas are impressively detailed, right down to the little details (like championship banners).









VR Sports/Internia

Padded Cell

## VR Football 99

VR Football 99 Reveals Its New Look

ou have to give VR Sports points for fortitude when it comes to their VR Football line, Last year, compared to Madden and GameDay, to nut it nicelythey didn't have much to offer. But Instead of quietly fading away, VR football is back with newfound vigor.

Needless to say, the programmers have given the game a much-needed overhaul. Polygonal players, motion-capture technology, wrap-tackle animations and a full NFL license are all part of the new package. In



addition, the developers paid extra attention to stats and game options: instant injury reports, player and game stats, team matchups, season standings ... the list goes on

it's clear, as well as inderstandable, that Padded Cell used GameDay and Madden as their models for this one. The menu and stat presentations look "Maddenesque" in their presentation but not overly so. The heavily shaded polygonal players look like skinnler versions of

the brutes in NFL Xtreme Gf. you can imagine that). Yet, on the field those skinny players actually move pretty well. With more than 30 different wrap-tackle animations, EA and Sony may want to take notes Unique to the game is an option to create your own

"super-team," Put your creation on a memory card and challenge others who have done the same. Sounds good in theory, we'll see if anyone really does it. Other unique features include a simplified one-step play-selection process. No formation decisions, just pick a play and go. If anything it quickens up the game a little

it's way early but at this stage it's obvious VR Football 99 has come a long way from its capable of competing with the big boys. That's tough love by the way.



Looking almost nothing

like its predecessor,

a major face-lift

Polygonal players,

new animations and

tons of stats help brin

level of competition.

the game up to the next

VR 99 has undergone





Ahh, there's nothing like a good snowstorm to spice up any sporting event.



## THE

## LIVE FAST ... DIE WEI

"I WILL destroy you in the Battle mode .... I WILL destroy you in the two player split screen mode...

I WILL destroy you in the combat cable link made ....

I WILL DESTROY YOU MAGGOT !"

-SGT.Steel

"When the flag goes down baby your gonna feel the funk of my Disco Fever Ray , You'll be hearin' "Stayin' Alive" til' ya die" -Ebony Justice

"I will continually upgrade my sinister hearse boat and weapons to extreme necropotent porportions and your weak pale flesh will ROT IN PIECES" -Dr. Graves

> "Look here Son, I WILL use your head as an anchor and your butt as a seat cushion

Officer J.B. Nightstick

"We're like totally prepared to like race and win on like all umm... 9 courses , ya know ? so like totally get outta our way

-Brandi, Mandi & Kandi





## Rally Cross 2

#### Sony's Long-**Awaited Rally** Sequel Arrives

No Four-player Split

this very functional

Two-player Mode.

screen Mode here, just

ike many of 989 Studios' new games Rally Cross 2 has been rebuilt from the ground up. Standout improvements include a much-heralded (by Sony at least) "state-of the-art" 3D game engine, licensed cars and a load of physics and Al improvements, Uhmm

"state-of the-art game engine" doesn't mean much to anyone outside of the same development field. In fact, you probably won't notice anything earth-shakingly amazing about the

game's physics. But assuming you played the original Rally Cross (a great game by the way), you'll definitely notice RC2 has a different personality. For starters the cartoony cars have been replaced with actual licensed vehicles (hip hip hooray): the new VW bug, a BMW 318i and a Tigra, to name

a few. The licensed cars definitely give the game a more legit look and feel. Beyond that, the standard brakes, transmission, tires, gear ratios and steering tweaks are the extent of the mod options. For pretty paint jobs an interactive paint scheme features colors of any shade imaginable. A three-tier adjustable graph lets you pinpoint a unique color from a spectrum graph-

As far as the courses go, 989 Studios didn't stray too far from last year's themes: jungles, mountains, deserts, coastline, etc. Instead they put their creative energies toward the content of

the courses. Railroad switchwards, junked trucks and deep waterways litter the courses, interestingly enough, the deep waterways can be driven throug without harm to the vehicles. In fact, some of the shortcuts involve just that But for flat-out road racing

or several variations of. the game's easy-to-use track editor is the way

a lot of new characteristics, it certainly hasn't straved too far from its roots. Many of the sound effects are the same, as are the four-car field flip-overs and the trademark spring-happy car suspensions, But



17 2 Y 10 100 TOTAL 0 00 00



969 Studios Mire Minds LLC Web Address: www.playstation.com

#### While Rally Cross 2 still retains its off-road feel, the racing element is much improved over last year.

unlike before, the cars can handle the bumps and jumps of the road while maintaining high speeds, a Happily, flip-overs require just one button tap to right the car rather than time-consuming rocking. On a sadder note, the game no longer has a four-player split-screen option, though four people can still play via link cable. Whether you look at Rally Cross 2 as a sequel or a

stand-alone rally sim, it seems quite capable of both roles. Either way, Rally fans will soon get their fill of off-road goodness.

#### Look How It's Grown

Rally 1









e Switchvard course offers a lot of massive jumps.

No doubt about it, Rally Cross 2 is much better suited for all-out racing.

## MANT THE CODE ?

Introducing Video Game Xploder"-the ultimate video game enhancer for PlayStation" and N64"



See everything you've been looking for. Hidden levels. Special vehicles and weapons. Infinite health. Video Game Xploder comes pre-loaded with thousands of codes for your favorite games. Forget about entering

dozens of codes-our exclusive MegaCodes make it quick and easy to enter even the most complicated cheats. Plus, you'll never run out of room-no video game enhancer has more memory than Xpindar. Get new codes from your favorite magaines, our hotiner or our website. And with our exclusive XLink software", you can create codes and save your best games right off your memory card or to your PC for back-up or e-mail. Oh, and about those bathing sair codes? We're working on them.

www.xgeargames.com





\*MUNK Software requires XLINK cable, sold separately/C1998 USA BLAZE Xploder is a tradernark of USA Blaze.
Story is a tradernark of Sony, long. Playstation is a tradernark of Sony Computer Estatustratest. America. Nitmende 64 is a tradernark of Nistenado of America International Properties of the Sony Computer Statusturest. America. Nitmende 64 is a tradernark of Nistenado of America International Properties of Sony Computer Statusturest. America. Nitmende 64 is a tradernark of Nistenado of America International Properties of Sony Computer Statusturest. America Nitmende 64 is a tradernark of Nistenado of America International Properties of Nistenado of Nist

## PLAYSTATION

## Running Wild

#### If I Could Race With The Animals

f you're like Dr. Doolittle, a fantasy of yours may be having the ability to talk to animals. Since this is never going to happen, why not

while back when it was just coming from Universal. Well, things have changed in that respect but the game still plays like it used to. Think of something like Mario Kart on the PlayStation without the cars or recognizable characters. You can select from a group of bipedal animals

(bipedal in the game mind you, and not in real life) and race against other animals (did somebody say Granimal Turismo?). Some of the animals include a zebra, an elephant (pictured ... well, everywhere), a bull, a panda and others. In addition, once you beat

Boy, we sure did like that elephant! He must've been a fast son of a gun.



race with them instead? That's where Running Wild comes in from Universal Interactive and 989 Studios. You may remember it from a long

the game on various difficulties, Boss characters open

ddress: www.playstation.com

Some levels put you in a desert-others, on the mod One thing: Is an astronaut really considered an animal? up. The courses you race on aren't necessarily

inspired by the animals in the game, but they are themed. Ranging from deserts to the arctic, the game's courses have twists, jumps, shortcuts and plenty of obstacles to weave your way around to succeed. On top of this, when the difficulty increases, obstacles increase, enemies get faster and sometimes the courses reverse and mirror. Speed and offensive power-ups also populate the courses. At 60 frames per second, Running Wild is sure

to impress most anyone who takes a quick look. And with its bright colors, animal cast and catchy music, Running Wild should be a hit with young gamers everywhere.

Web Address:



Mr. Domino



Activating each block sets up a small cinema scene which will tip off the







## Rugrats: Search for Reptor



You may have heard of this show on Nickelodeon You may have heard of this show on Nickelodeso it's an Emmy award-winning cartoon some 23 milli kids watch every week. The show features Tommy, Chuckie and the rest of the kid crew in a bunch of watchy and admittedly entertaining adventures. Now the show's being transformed into a video ga by n-Space (the same company behind Dukk Nuke

racters in the game have the actual ses from the show. In addition,

cuts (which are done with the game s-engine) to describe gameplay and give the player a bonus of sorts. Note: The game is geared toward kids, so you won't be seeling this one in the pages of Review Crew. But if you do like Rugrats, or have children who do,









1st Qt

### **Nectaris: Military Madness**

#### New Life For A Classic

The air ships are among the

coolest crafts you'll have at

your disposal.

Strategy Series probably 94 percent of the people reading this)

he original Military Madness appeared on the late TurboGrafx-16 system and was easily one of the best games ever released on that system (domestically anyway). Even when compared to strategy games that have come since, it still remains in the top to of that genre. To the delight of diehard fans and to the many gamers who have never owned a TurboGrafx (which is

aleco has brought over the Hudson remix of Military Nectaris: Military Madness has 16 new missions which are somewhat similar to the original although

the story is different. However, you can access the original story and missions by completing the new Story Mode. Due to the enormous popularity of the original game in Japan, Hudson sponsored a contest where

fans sent in their maps and scenarios. The top 40 winners maps are available for play in the Campaign Mode, and you can also select from the four highest-ranked maps for a total of 44. So what's the appeal of Military Madness? It's extremely easy to get into

understood objectives. The hook is that it's tough to master and requires a great deal of strategizing. You must correctly match variables like vehicle strengths and terrain effects to properly manage a battle. As you progress through the missions, you'll gain fancier and deadlier weapons

which must be deployed with greater precision with each progressive mission. A nice option that was not available in the original is a Two-placer Mode This alone adds a great deal of play time and pits you against someone other than the computer, In case you were wondering, there was a true

sequel made for the original MM called Neo Nectaris Nectaris is the original nam

for MM in Japan) released for the Super CD attachment for the TurboGrafx. It never saw the light of day over here since the TurboGrafx lived a relatively short life. that's another story. Fans of Strategy should mark their calendars for this refreshing PlayStation release.



The little sprites that represented all the vehicles and troops have been replaced by big 3D polygons.

#### Remix Madness

iginally a TurboGrafx title, Militar ness has received quite a facelift.



Intro screen: Déja Vu? Not much different





The Maps: The original map was easy to understand and so are the new ones.









ttie!: This is the main diff mishes are played out in full 3D lete with dramatic camera cuts.



#### Animaniacs Ten Pin Alley

imple and realistic gameplay, now with a good a

The game at heart is basically the same fields the exception to a few minor tweeks. In the parapriate times to determine power ---

an think of will be included. Lane oil can a

smaling is even an option, if you're leading









### PLAYSTATION

### K-1 Revenge fighting games

#### **Full-Contact** Action Returns

To The

that try to present a realistic fighting experience like the original K-1 Fighting Illusion did. You could KD concepts with a single blow and even target specific areas of the body. The main complaint was

PlayStation

that the play mechanics were a bit sketchy and the available number of attacks to choose from were low. With this sequel. many of those problem areas are being addressed, K-1 Revenge packs in almost double the amount of fighters featured in the original along with hidden Boss characters

The lovely ladies give the fighters a short break between fights.



who must be unlacked. To spice things up, the spec attacks and even some of the glowing trails a la Soul Blade. It seems gimmicky at first, but it helps you to react to some of the

more devastatine maneuvers a bit guicker. The polygonal builds of the fighters have also received a major boost with greater detail in the face, but a more uniform body type makes it a little harder to distinguish some of the characters from each other without seeing their faces

You either loved or hated the fighting engine of the original and this version is

no different. It plays almost exactly like the original although you have access to a couple more moves per character. Some of the new moves include the ability to perform dodge-specific attacks and a Boost attack which is basically a Options-wise, you have quite a

selection between modes such as One player, Versus, Tournament, Team Battle, Training and Al Setup, The Al Setup allows you to choose specific settings for your character and the rest of the modes.

Trailing light effects similar to the ones seen in Sou Blade have been added to some of the fighters' attacks. Built-up special attacks pack the flashiest light shows. are pretty self-explanatory. Believe it or not, there is a

third installment in the K-1 PlayStation series set for release later this year in Japan. This particular version comes your way early next year.



#### **Brutal Reality**









As you'll witness in the full-motion intro, the K-1 Grand Prix features some brutal fullcontact fighting. The most famous of the combatants is Andy Hug (pictured above)

who was the '96 K-1 Grand Prix champion and a alist in the '97 competition. In his win in '96, he bested Ernesto Hoost in the semi-finals and eated Mike Bernardo in the finals.

WENGEAM CE



- Electronic Gaming Monthly











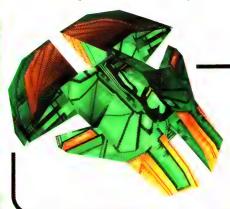


www.colonywars.com

AND WAR STREET OF THE STREET O

## COLONY USIRS

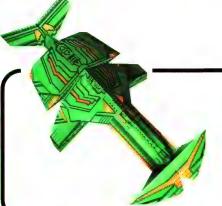
REY SNIPS statistics represent standard craft attributes without upgrades.



## ALLOM

SCOUT
17.42
25
25
200
400
120
512

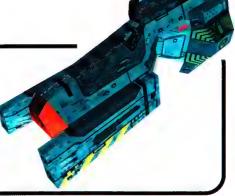
		The state of the s
Role:STANDARD ISSU	E FIGHTER	
Length (MTS):	21.17	
Hull:	100	* 1 10
Shields:	100	
Cruise Speed:	300	
Afterburner:	2.5sec	
Acceleration:	150	
Turn Rate:	512	

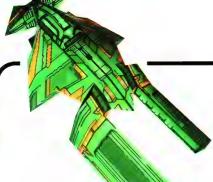


## sword wraith

Role:	STRIKE
Length (MTS):	37.26
Hull:	50
Shields:	50
Cruise Speed:	250
Afterburner:	500
Acceleration:	150
Turn Rate:	512

Role:	STRIKE
Length (MTS):	25.11
Hull:	125
Shields:	125
Cruise Speed:	345
Afterburner:	2.5sec
Acceleration:	180
Turn Rate:	768

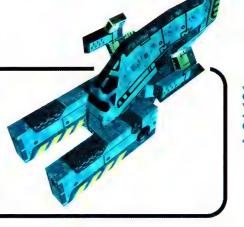




Role:	INTERC	EPTOR
Length (MTS)	:	24.38
Hull:		75
Shields:		75
Cruise Speed	d:	300
Afterburner:		600
Acceleration	):	180
Turn Rate:		768

## shield piablo

Role: HEAVY	ASSAULT
Length (MTS):	23.14
Hull:	150
Shields:	150
Cruise Speed:	449
Afterburner:	2.5sec
Acceleration:	210
Turn Rate:	1024





## Lance

Role:	BOMBER
Length (MTS):	41.03
Hull:	100
Shields:	100
Cruise Speed:	350
Afterburner:	700
Acceleration:	210
Turn Rate:	768

## voodoo

Role:	PROTOTYPE	
Length (MTS):	28.51	
Hull:	175	
Shields:	175	
Cruise Speed:	650	
Afterburner:	2.5sec	
Acceleration:	240	
Turn Rate:	1280	



Role:	HEAVY	ASSAULT
Length (M	TS):	24.92
Hull:		125
Shields:		125
Cruise Sp	eed:	400
Afterburn	er:	800
Accelerat	ion:	240
Turn Rate	:	1024

## spook

Role:	DROPSHIP
Length (MTS):	18.69
Hull:	150
Shields:	150
Cruise Speed:	449
Afterburner:	2.5sec
Acceleration:	180
Turn Rate:	768



An Editorial Supplement to Electronic Gaming Monthly

### **Bushido Blade 2**

## The **Un-Fighter**

or hated Blade Returns everyone seemed to have

strong opinions one way or the other), there is no derwing that it was truly an original game. sprawling arenas were a radical and expanded everyone's

#### My 2 Yen

I know a lot of people will welcome the simplified controls of BB2, but I can't help but miss the ety and range of the id scheme. The sequel looks great though, and the larger cast of naracters is certainly icome-but where id the Dual Shock

-Sushi-X



ideas of what a fighting game could be. But like developer Lightweight problems by tinkering with almost every part of

the game, leaving only the general ideas and gameplay from the first intact One major problem with the original Bushido Blade was the small cast of selectable characters-only six. Bushido Blade 2 features 20 playable ninia and samurai, most of which

have to be "earned" by completing parts of the game with other warriors. Each fighter still has his/her own unique story, told between battles in real-time cinemas and voice-overs in the game's Story Mode. As you fight your way through your rival clan you will do battle in a ancient-everywhere from parking lots

and city streets to castle roofs and bamboo gardens Perhaps in response to complaints

that the first game was too complicated and difficult to pick up, the controls for BB2 have been significantly simplified. One button now adjusts your fighting stance instead of two, and there are only two different basic attacks from the original's three. The almost completely worthless Black button (about the only thing it



#### Those few of you out there with a link cable will be happy to know that the first-person Link-up Mode has returned and looks better than ever.

was good for was the fun of slaughtering people trying to use it) has disappeared, so defense now relies entirely on weapon position. Fighters can there are no longer leg injuries where you have to crawl and fight on one knee. The last of the major changes to gameplay are the sub-weapons, which certain characters can now equip and fight double sword style. Of course you can't have a sequel without

improving the graphics; the characters and backgrounds have undergone a badly needed facelift. looking much cleaner and smoother than in the original. Some nice light-sourcing has been added, so when weapons clash or you slice into your opponent everything is lit appropriately. Also, weapons now critically hit, adding a little drama to the action. Fighting fans looking for something different and anyone put off by the complexity of the first game have a lot to get excited about in Bushido Blade 2. Check next month's Review Crew to see if it measures up to its high expertations.





to ritual suicide in order to demonstrate the superb new lighting effects.



to tap their buttons frantically to gain the upper hand.



## Star Ocean: The Second Story

## Enix's Latest

Masterpiece

tar Ocean: The Second Story is Enix's 32-Bit followup to their popular Super Famicom RPG, Star Ocean. Developed by tri-Ace the developers of Namco's Tales of Phantasia, the prequel to Tales of Destiny), Star Ocean 2 is somewhat of a departure from the first title. At the start of the game you select one of two characters: Crawd or Rena, and depending on who

you choose, the story begins in separate locations. Your choice only affects the direction of the story line though, since you ultimately meet up anyway and progress together throughout the game. Marking Enix's first major RPG undertaking since the last Dragon

Quest, SO: Second Story represents a 16-Bit in nature, but 32-Bit in

execution, Second Story is a conservative step forward in RPG gaming that comes across like a combination of Grandia and SaGa Frontier. The backgrounds in the game are precendezed flike SaGa Frontier), while the characters are all however, the citizens of Star Ocean 2 actually blend well with their environments. Little touches such as seeing your reflection on smooth surfaces (like water) or having your character become darker whenever very cool. Battle scenes, on the other

he/she walks through shady areas are hand, switch to a fully polygonal backdrop where the sprite-based characters duke it out in real time. Depending on your familiarity with Star Ocean, you can choose from one of three different settings during battle: Standard Semi-active or Full-active, Standard is for those who are new to the series, since the battles are fairly fast-paced, while

Sound Management Hiroya Hatsushiba

Star Ocean 2's CG intro was done by Links, the company responsible for the Shining Force III FMV sequences.

Semi-active and Full-active are for gamers who want more control over every aspect of the battles During battle scenes, players can choose Specialty Attacks which are learned during the course of the game. Once you have multiple characters in your party (which can number up to eight, with four on the battlefield at once), you can combine specials to create a Super Specialty. Other cool features in the game are things like: Item creation, Skill learning (which, after learning an appropriate amount of Skills, can then be combined to acquire Specialties)

Already released in Japan, a number of publishers. are rumored to be interested in bringing Star Ocean: SS to the States, and reportedly a deal is being finalized as we write this. With Dragon Quest VII looming over the horizon, it would certainly be a good place to start.



ons look similar to SaGa Frontier, though the graphics in Star Ocean are much more tolerable.





Even though the characters are sprites, they blend in nicely with the prerendered backgrounds





At the outset of Star Ocean: The Second Story, you can choose from one of two characters: Crawd C. Kenny (left) or Rena Lanford (right). Both characters will eventually come together, but their paths still vary in several ways.



MEDIEVÎL.



## LOOKS LIKE SOMEBODY



WOKE UP ON

THE WRONG





## COFFIN.

If Not every to that you is marked from the dask. That less to basis so accessors, sombles and figure docked for the long of your legisles. The SVP Due It is the surface ladingtion as posting upon the brokes of lateriars. The dask is now what That I way are created marked. And the some emidlemember pumphed are some control assessition. But "Only past anging seasons—long created-was seen and appears now pumphed are some control assessition to "Only past anging seasons—long created-was seen and appears lightning roofs, resorts and the occasional children directable, to light this way through a dusting \$1.00 pumps. Although their temps dask for Only powers to pushally could just this time with a neuronal personal powers.

MediEvîl.







#### Metal Gear Solid The game's almost here (but we're sure you

know that already). Before we give you our final reviews next month, we thought we'd give you a few more screenshots of one of 1998's most-







# It's a Whole New Game



# **Coming in November**







# PLAYSTATIO



## G-Police 2: Weapons of Justice

Weapons of Justice

Electronic Gaming Monthly got the exclusive first look
at the hot sequel to Psygnosis' critically acclaimed
futuristic action game, G-Police. Coming in February '59,
G-Police 2: Weapons of justice will have three one
vehicles (Including meths and crass), more weapons
and a smoother difficulty cruze. As you can see from
the screenhots, the graphics are incredible—this game.

is even better-looking than its predecessor.











# TOPE AP

THE ONLY THING HORE FUN THAN WINNING IS

- A PLAYER MODE!
  - LOTS OF WAYS TO CHEAT
  - MITTER BOOSTS
- **POWER-UPS**
- SELECT FROM & CARS
- COMPETE FOR CASH POINTS
- MINNOR TRACKS
  - O RUMBLE PAK SUPPORT
  - O VARYING WINTERS CONDITIONS
- & CHANGING SEASONS
- DUMPS AND OBSTACLES









AVAILABLE



LICENSED BY MINTENDO, NINTENDO, THE OFFICIAL SEAL, MINTENDO 64 AND THE SD "N" LOGO ARE TRADEMANKS OF MINTENDO OF MINTENDO OF AMERICA INC. IN 1998 MEMORY TO DE GERR IN a professoral market and MEMORY.

# Twisted Metal 3

Due for release in November, 989 Studio's TM3 features eight new battlegrounds, 12 whickes and a new graphics englios. New Abrazders to the series are Firestarter, Club Kif, Auger and Flower Power. Head flower bower. Head flower bower. Head flower bower. Head flower bower hammers are all the series of the ser











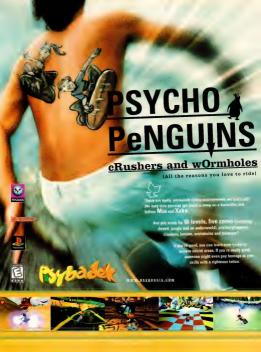
















# SCHOOL'S OUT.

CONTROL Materials explains top-team Spiriting action in Nevil Schools—the most interestive 3-3 Spilers that tumes up 14 bread new numbers varied by fasts. Whereast spilers, an interest stray line, estemporar are combest and Copenth Spiraters spaceages which lived Schools the 3-3 spirates has the dust's computingly and of control Schools the 3-3 spirates has the dust's computingly and of control





for justice, there is no rival





# **PLAYSTATIO**



#### Gex 3: Revenge of the Gecko

Here are the latest screenshots of Crystal Dynamics' third installment in the popular Gas series. As you can see, the disvalopers haven't run out of lideas for themed worlds. Besides the Egoptian and Pitzale Worlds shown here, Ges a yill have waterand snow-based stages. This game should be hitting the PlayStation early nest year.



### WCW/NWO Thunder

As long as THQ has the WCW license (until January 1999), they're going to crank out WCW games. WCW/WWO Thunder is their newest PlayStation wrestling title, and it will feature improved graphics, updated rosters and more. Look for it in December.







WELL, THIS IS EVEN BETTER! In celebration of two rockin' years of the PlayStation and Underground, we've decided to let garners cash in on some major prizes! The one-and-only GRAND PRIZE is 2,000 bucks - vep. that's \$2,000 in cold hard cash! Twenty of you will score FIRST PRIZE and get a Dual Shock™ Analog Controller. And another twenty will get a PlayStation game for SECOND PRIZE. Not too shabby, huh?!





Sex Male Female Female Female Sex

Fill out this card and send it in. Hey, if you don't score anything from the sweeps, you'll still be a member of the PlayStation: Underground, an exclusive club for PlayStation: gwners! And you can get your hands on members-only offers, insider news straight from Sony Computer Entertainment America and more!

lame			
uddress	1451	All	
Dity	State/Province	Zip/Postal Code	
Country	Phone ()		
imail	Date of Birth		

Sports	☐ Fighting ☐ RPG
☐ Driving	☐ Action/Adv.
☐ Flight Sim	Strategy







### **SIPLAYSTATIO**



## Ridge Type 4

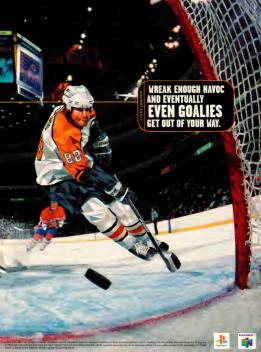
It was only a matter of time before Namco would unleash the next installment in their groundbreaking racting series. Ridge Type a looks like it will incorporate many elements that were poould in their tow games, but were abundanced in Rager Namc Lype a will pack in more than you cars, founding color were abundanced in Pager Namc Lype a will pack in more than you can so (counting color were abundanced by Type a will have now of a sole of the county of the proposed gatting effects, giving the series a much needed boost in the code by manyored gatting effects, giving in the look on this color than the code of the control of the con











# **PLAYSTATION**





Coming in February from Pampkin Studies and Eldos, Warzone 200 is a one-of two-player strategy game similar in style to G.C. Bed Alert. In addition, if the PS version is going to be anything like the PC game, players should be able to create Al bots to control their units. These bots will learn how you play, and then control lyour units accordingly. That way you can go out and kill enemy units while your robot friends of the same.



#### FIFA 99

A lot of improvements are on tap for FIFA 99, Among others, players with have an acceleration curve as they begin to run. Apparently this feature was implomented last year but not on a way high level. This year it's been cranked up. The result? A much quicker feet to the players' movements on the field, Also look forward to a faster overall frame-rate.





# SHIFT OVER TO GT64!





INFOGRAMES net

\$10
Back!

Name:

Name:

Address:

Cor:
Systems Owned:

N84 Saturn

PSX PC Age:

- \*To receive this special rebate offer cut out and mail in: A) \*UPC" symbol from Ocean's GT64
- Champlonship Edition along with the coupon to the right.

  B) The original store identified cash register receipt with the puchase price and date circled.
- C) One "LIPC" symbol from any N64 driving game other than GT64, OR manual cover, OR the bottom of the box (Automobil Lamberghin", Craibin 'USA" Diddy Kong Racing", F1 Pole Position 64", Mario Kart 64", Multi-Racing Champlonship", San Francisco Rush", or Ton Gear Raih" qualify.1

PC Souse without sinest adment will not qualify as rusking admenses. Organization recognitions will not provide the property and property with organization and purpose and property and admension of the same of the provided rusking the provided pr

Fill out our certificate and send to: GT64 \$10 Rebate Offer P.O. Box 6164 Stacy, MN 55078-6164

ocea



# **PLAYSTATION**

#### You Don't Know Jack

"The irreverent quiz show party game" was a huge success on the PC. Now Berkley Systems is bringing this off-the-wall game to the PlayStation. You Don't Know Jack is full of insanely hilarious (don't worry, he's more funny than he is annoving). One to three players can compete in YDKI, and once they do, they'll never on back to plain of Trivia Pursuit. Look for it in November.







Which of these scenarios is the best example of "diffusion," since it creates equal concentrations of Bradys in each room?

Each Brady boy gets in bed with a Brady girl

- The girls leave the boys' beds for their own
- Greg leaves his bed and gets in Ma
- Cindy and Jan climb into bed with Peter



Player 1





52000

## Lemans 24 Hour

Lemans is based on the world renowned race of the same name held annually on the Circuit de la Sarthe. Choose from 40 customizable cars and choose Arcade or Simulation Mode. In Simulation Mode, you will participate in the grueling 24-hour race in real time! Of course you'll be able to save the game at certain points of the race. Lemans also features dayand nighttime racing with a maximum of 20 cars competing at one time on six different courses









Through the brutal use of brainwashing, the blue skinned Timenoids has for centuries ruthlessly dominated their inferior human counterparts.

These improved creatures were intended in their plans to create a new

These immortal creatures were ingenious in their plans to create a neworld disorder, canningly crafting armies of unwary human drones to infiltrate and wage war against the one race that possessed the power to end their reign of terror — the human. Their plan backfired, though when a young woman named Millennia, brainwashed but not brain-deartived on the segner. This is the story. This is your challenge.

















TEMP





THE CINEMATIC RPG



A chilling new adventure that could only come from the creators of Final Fantasy" VII.





#### SQUARESOFT

www.squaresoft.com





1995 Security, S. M. Shights recorded Problember and the Registrate imposes to emission of the problember and the contract of the problember and the contract of the contract









www.squaresoft.com



Kenogears

A young man's troubled memories hold the secret to releasing an unimaginable power



Stunning animé and giant fighting robo a futuristic RPG like nothing you've see



Only on PlayStation\* - Only from
SOUARESOFT\*
www.squaresoft.com









# Wachenröder

From Sega

ot on the heels of Shining Force III comes Wachenröder, Sega's new strategy/RPG that bears a striking resemblance to the classic Shining series. Touted as a "steam-punk epic Wachenroder takes place in a futuristic

world where all the technology is steam-based, from the vehicles all the way down to the weapons. That's right, even the weapons-swords and all-are steam-powered. Designed by the same crew that created the characters for Atlus' Groove-On-Fight, Wachenroder

could best be described as somewhat of a cross between Shining Force IN and Final Fantasy Tactics While the characters are all prevendered sprites, the backgrounds are fully polygonal and can be rotated at on degree intervals (and tilted or zoomed as well). Once engaged in battle, players can choose from a number of commands: Move, Attack, Move Object and Item Use. Fairly standard stuff,

but when selecting Attack, you have a couple of options. You can opt to attack in a relatively straightforward way, where a gauge pops up showing how much charge you have for your S.R.G. (Steam Refine Gear). The amount of time you wait to let 'er rip

will determine how much damage is delivered. If you have enough steampower you can unleash a "Super Steam Barrage" that does megadamage. During these scenes, the game switches to a cutscene, similar to Shining Force III, where the and pull off some major buttwhoopin'. Although these scenes aren't as impressive as those in SFIII, they still add character to the game and can be turned off at any time should they get annoying. Each stage, as with most

strategy/RPGs, has an objective, whether it be to rescue a group

Publisher/Developer Players/Genre Seca Enterorises, Ltd. Seca Enterprises, Ltd. SP

Web Address: www.sequ.co.jp

% Done





Fantasy Tactics or Shining Force III.

of imprisoned allies or to defeat some unpaturally strong mid-Boss. As with games of this nature, the story line is very linear, and you make your way through the game with very little character interaction outside of battle scenes. However, with a piethora of characters to use and six different areas to explore, Wachenröder provides more than enough variety to keep fans of the genre satisfied.

Since the chances of SoA bringing this to the United States are extremely unlikely, the only way you're conna get to play it is to import it. While it won't make

you forget Shining Scenarios z and a. help ease the pain.









The impressive FMV intro scene utilizes a combination of CG graphics, real-life sets and figurines (kind of like the Thunderbirds). The imagery is of unusually high quality for a Saturn title.



MOTE WIZARD WIRELESS FOR PS 800MERANG64

Only one winner per household per month!

439 CALL NOW AND WIN!

EXPENSAMEN



Correctly Answer a Series of Video Game Ouestions & Win!

S PROVIDED BY NUBY WWW.nubyonline.com

THE HOTTEST 1 (900) 773-8439





 Get the Latest Expert Gamer Codes & Tricks

Listen to Quartermann

X-WIRE WIRELESS FOR MG

 Hear Review Crew Members' Game Ratings!









# Soul Calibur

Not Just Another

ekken fighting series wo

My 2 Cents This game is the one The graphics are on par with, if not exceeding, Virtua Fighter 3's, and the gameplay is far superior, Like I said In the preview, it seems like Namco lust learns more and more from their own hits and makes their new games even better. Even the characters are the coolest in any current fighting game. This is one game to watch for -Mark Hain

oul Edge was released a couple of years ago, right after the exchement over Tekken 2 started to die down. Die-hard Tekken fans hoped for something to satiste their appetites for a new same in the series. Other

for a new game in the series. Other fans hoped for a worthy weapon-based fighting game not seen since the Samurai Shodown series was in its prime.

Soul Edge was released on the PlayStation in a better than oneffect translation entitled Soul Blade. With

arguably the best cinemas ever seen in a video game, and easy-to-perform moves and combos, the game was just screaming for a sequal, and now it's here. The story line for the game is extremely deep, unlike Tekken which has absolutely no story line (juntil its PlayStation counterpart came out with cinemas,

that is, One of the main baddles in Calibur is Nightmare, who is nevil version of Stepfried. It seems that at the end of the Soul Edge tournament, Sophitis, morally injurinal after destroying one of the evil Soul Edge sownds, was about to be killed by the now-insance Cevanters, tall jumps in to derivat Cervanters and takes Sophitis from the battlefield. Singlifield finish the brothen Cervanters and Soul Edge in now the final Boxs in Calibur. The endings in this region will be even more elaborate.

It could be said that the Soul Edge team learned a lost from the development of Felsker z, the Tolkens a team learned from Soul Edge, and now the latest installment, Soul Calibur is a hybrid of all thesa games. To an expert Telkken player. Soul Edge offered till but pretty graphics. Most of the Tomber's consisted of simple AAA, ABA, ABC button presses, Calibor addresses many of these problems, and attempts to repair them. Out with most of the MKC style button mashing combox, and in with the MKC style button mashing combox, and in with the

Strings ... plus there's more.

There are a ton of brand-new innovations that make
the game a marvel to play: guard impact, staggers,
Stage variance, stance

Publisher/Developer Players/Genre % Done R

Namco 1-2 100 Ava Namco Fighting 100 How

Astaroth is the Rock substitute in Calibur. He is super huge and really not all that slow. As a result he has a distinct advantage over most characters in the game.



changes, motion delay and analog cancels. Guard impact and staggers are pretty much an attempt at applying realistic physics to the combat. For example, if Astaroth swings his huge axe at Taki, her relatively small Sais are only earlier to do so much to block to.





Voldo is mostly unchanged, except in costume and a few new moves.



Nightmare is insane. He has the moves of Siegfried and a few of Cervantes.

"I don't get 'player's thumb'
... I have a lot more control.
-Fliot

the reverse up/down s
... is a really cool feature:
-Mike

...more interactive than the control pad, Matt

- Compatible With All Nintendo 64 Games
- Ergonomic Design For Superior Comfort
- Never Needs To Be Recalibrated
- Compatible With Controller Pak<sup>™</sup> and Rumble Pak<sup>™</sup>





NEW FOR NINTENDO 64 JUST \$49.95 msrp



Babbage's



ALSO AVAILABLE FOR PLAYSTATION GAME CONSOLE NOW JUST \$29.95 mapp

"It's a piece of cake and you guys are geniuses!"

easy after you spend











Soul Calibur is all about range. If you have long range, you will have an advantage, unless that range is with a heavy weapon. In that case, your weapon will slow you down a bit.



Soul Calibur gives you a lot more freedom of ement than Soul Edge, it's much easier now to sidestep and get around the stage.

laki to stagger, effectively leaving her open to another hit. While this may seem unfair, you'll need to remember that Takl is a lot faster than Astaroth and would therefore he able to get a lot more hits in before he even pulls off a guard impact. it's just up to you if you want to be able to hop around and jab your opponent to death or simply smash them with just a couple of slow hits

On a side note, the weapon meter from Soul Edge is now gone. While you won't be able to destroy your opponent's weapon anymore, there are still plenty of ways to take care of "blockers." For starters, it is now easier to pull off unblockable moves, and with the weapon weight and stagger system, it should be no problem to knock a blocker out of his steenent position. Additionally, some characters are able to execute special attacks that can only be performed while running. The fact that your opponents can run around and crack you on

the head while you're standing still can make for some tricky fights. Besides the new combat system, Soul Calibur has Stage Variance (Namco's words, not ours). There are ovals, octagons, squares and many more. This is important in Calibur because, like the Virtua Fighter series, there are ring-outs.

Returning from the original ensemble found in Soul Edge are Mitsurugi, Taki, Sophitia and Voldo. However, as is to be expected in a seguel of this nature, there is a slew of new characters. Available from the outset are: Nightmare (a revamped Siegfried possessed by the Soul Edge), Kilik, Xianghua, Maxi (a nunchaku specialist to satisfy Li Long fans), Astaroth (big guy with a big club-Soul Calibur's "Rock" substitute) and perhaps the most devilish new member, by (a platinum blonde in a skimpy outfit with a multisectioned sword that turns into a whin).

It's pretty obvious this is a much-improved game over the original. Even if Soul Edge wasn't your cup of tea, you might want to give Calibur a look, It should be out nationwide when you read this.







# Hidden Characters

#### Hwang and Yoshimitsu to star



In addition to the old and new characters that make up the Soul Calibur roster (in tradition with most Namco fighting games), there are timereleased characters. One of these is Hwang from Soul Edge, He is basically the same, with some cool new sword swipes and a new costume. The most surprising character to appear in this game is the sword-wielding mechanical

ninia from the Tekken series. Yoshimitsu, Since the game hit arcades. you might have fought a "blurry" character in a samural outfit called "Unknown Soul." Recently in test locations where the game has been used for several weeks now. Unknown Soul became playable and is now Yoshimitsu. Yoshi has all of his moves and combos from the Tekken series, as well as his ability to fly and teleport. Since the focus of Calibur is on weapons however, his sword game has been improved drastically. He now has an even wider range of sword moves he can perform quickly and for a good amount of damage. It appears he might be the original Yoshimitsu since he is partially made out of wood and is wearing his Tekken 1 outfit. He actually looks like a cross between Mokujin and Yoshimitsu the first.



# ARCADE

# Fighting Layer

# The Makers Of Street Fighter EX Team Up With Namon

Arika, a company known for its aD. versions of Street Fighter was breaking apart from Capcom to produce their own games. The company has developed another

3D fighting game, but this time Namon is behind the distribution It really doesn't matter who brings the game out: Fighting Layer (besides having simply the dumbest name ever) is strictly Arika. In other words, if you've played EX, you know what to expect in terms of gameplay. Very much like EX, Layer is a six-butto Capcom juggle fest like on percent of the games infecting the arcade market today. That being said,

## My 2 Cents

lighting Layer is a little early to "review at this point. Still, I am tired of the buttor mashing Capcom-style luggle fests. This game has original characters, and Arika has proven itself capable of creating cool new characters to place in this style of fighter. The best part is the speed which is way faster han the EX games.

-Mark Hain

it's also by far the best-looking Arika game yet, with much more speed and attention to detail than the EX series. The game runs at a speedy 60 frames per second, which makes the character animation incredible. This is also used in the movement of the back grounds, all of which have multiple eve catchers (like the Horse in the background of Cracker Jack's stage in EX, but not as distracting as some of the spacecraft

zoomine around in Star Gladiators). As of press time, we're not sure how many characters the game has, but from the pictures. we've seen, there are at least 10. The cast is made up of a strange mix of Rival Schools, EX and Star Gladiators-style characters. One fighter resembles the traditional Ninia in a blue outfit similar to the "ludge" in the Samural Shodown games. Luciane is the possible name of a gun-wielding female smash you with furniture. Genore (artwork on right) looks like Elvis in a Marshall Law outfit An alien of some kind is on the roster as well:

he looks like something straight out of a James Cameron movie. A possible Boss in the game is a huge guy with a lance who is powerful. One slash can take you down to about 50 percent, while 20 hits from your weapon will hardly dent his armor Gameplay hasn't been nailed down yet. It seems the super meter is set up the same as the EX games-three levels with multiple level supers possible. The special moves in the game are awesome - more along the lines of Gladiators than EX. A couple of the



Some characters in Layer wield weapons. Exodus here on the left has a number of tables, chairs or other furniture to bash you over the head with

relies a lot on sidestepping, something missing from the EX games. If you're tired of the Street Fighter-esque style of fighting, you might be better off playing a more original game like Soul Calibur, The "strategy" in this game'll probably be no different

seems the gameplay

Fighter, If you're more hadoken throwing action with brand-new an original world, then this game should









little more on sidestepping







### ARCADE

### Hell Knight

### If You Liked House Of

The Dead ...

There are really cool death scenes in the game.



Whether it be old-school classics like Castlevania or newer, graphically stunning hits like Racing lam or Fighting Bujitsu, you can always expect a cool new twist to a popula genre. A couple of years ago, the company jumped into the gun-game genre with a game called Crypt Killers. The game featured three

shotguns and pitted you against a ton of undead baddies. The graphics were not exactly breathtaking but there was plenty of action on screen to keep even the most trigger-happy fools satisfied. Other gun games have followed, most recently Operation Thunder Hurricane and Teraburst, Hell Knight is Konami's latest

ght-gun project. The closest game Hell Knight resembles would be Sega's House of the Dead. In fact, aside from a slight graphics-style difference, you could be playing the sequel to HotD. The textures in this game are an improvement even over Konami's most recent releases. The walls, characters and enemies are all smooth and detailed and

the Bosses are cool and original. We join the story with three heroes, two ast a woman with a shotgun. They are in search of a lost comrade. Enemies are of course zombies that take 20 shots to kill (unless you take their head off), zombles that attack you with large mechanical drills and such, and zombies that look like skeletons. A cool new non-zombie enemy is a ghost/spectre creature that flies at you. HK is so similar to HotD that it has scissorwielding midgets, boxes and chandeliers

shoot, and quick camera movements that make shooting enemies that however, are completely original. In Course A alone there are at least three. The first you face is a super-huge snake (can anyone say anaconda?) Another is a zombified butcher who lobs slabs of meat and undead creatures

Hell Knight is separated

into three courses: A, B and



There are a ton of Bosses in Hell Knight. The first level alone has at least three, one of which is this huge serpent. Shoot him in the head to kill him.

C. Each is increasingly more difficult than the last with larger creatures breaking up the monotony of constant zombie target practice. Since the game features the characters who wield pistols and another who uses a shotgun, the arcade cabinet is equipped with two pistols and a shoteup (so figure). You can cock the shotgun off screen to reload, or like in every other gun game, shoot off screen. So far, we haven't seen any special weapons in the game. It's also unknown what kind of special ways of scoring points there may be (such as the golden froes in House of the Dead), but there are several. zombies you see in the background that might have a special significance. This game should be shipping soon, and as soon as we know more about it so will you.



### Tired of the same old reloading?

This is a tip previously shown in Expert Gamer, but it works with most gun ga and is worth mentioning again, if you're sick of pointing the gun off screen to and, this little trick will assure you an antage, Place your non-trigger hand ar the end of the barrel of the gun. W u're ready to reload, cover the barrel th your index finger and pull the trigger e game will think you have shot off and you will be relo









### ARCADE

### **Untitled Capcom Game**

This game is extremely early, but it shows that Capcom is moving in a different direction. The shots we've seem indicate this game will be a quasi-jo fighting game with meth-like robots. The graphics look just awsoome, and from what we've heard, the frame-rate is quite a bit faster than the Arika games. Alpha a and EXx have just hit arcades, so don't expect to see this one for a while.



As we've said time and time again, shooters are a dying genre in today's arcades. That's why we're so happy when we actually see one! Gunbird a from Psikyo tooks essentially like every other shooter—tons of special weapons, tons of enemies on screen at once and tons of fun. It looks much (learner than the first game or others) like it. such a Raidem.





### Chaos Heat

This game is about to ship as we speak, and it is just about the pinnacle of Street Fighter games of air. We've now heard that there are special Bosses as well, one of whom is the infamous Babring He is completely old scribed with a couple different moves. There are two other secret characters we know of, one of which has two selectable forms.

Street Fighter Alpha 3

Not much is known about this new game from Taito. It seems to be an adventure game, where the story takes the front seat. From the screens we've seen it looks like the Boss characters are going to be actemedly toogs. We've not even spraw what genre Chaos Heat falls under, but it is not just a simple flighting game. It also appears to link to other generousing special new hardware touted as Taito-Net. More on this ones soon.









## 13



### Spikeout: Digital Battle Online

We have more screenshots and even more information on this cool enew Sega game. It's more in terrally a fighting game, it's more in the style of Steeds of Riggs. The game axes two cabinets and a special life, cable for multiple players. There are executed in the cabinet of the style of Steeds of Riggs, the game axes two cabinets and a special life, cable for multiple players. There are executed as small boy (goodbly Spikers son), White, Tenshin and Linda: The game use four buttons of Self, for basic attacks; Charge, for special attacks; Shift, to help you face opponents and a jump button.





### Dead or Alive ++

Dead or Alive was a fairly oppular flighting game on Segsy Model 5 borld it. Has quive a few gargeous women and the animation was you'really excellent. Now comes this gaust-sequel with several new characters and backgrounds. Not much close is known about this fighter by Tecmo, except that it may include a different combo system, and all original characters will get several new moves. Inoh for a larger previous of this guidale in a future flower on this guidale in a future flower soon at more on this guidale in a future flower soon at more

### Operation Tiger

Several years ago, pur games were not as commonplate as they are flodge. One of the first of the genre was a little game called Operation Wolf. The game used a mounted submachine gam with a special Gerende button for tough jame (like most games have tough. It is been almost a decide since that agame was released, and in that time there have been several sequels. Now an all new sequel is on the way from fallor, and it seems to be similar to the provious games bus with a highly accelerated graphics engine. Not much etce is known at this time, but more will follow in the mooths to come.



Psychic Force and 8 a sequel to Psychic Force, a mediore fighting game released in arcades and for the Psychiatrin. The fighting game released in arcades and for the Psychiatrin. The samepley is similar to a Burkful Bullet or Bragnelial II. That is, you don't simply you provide the background or provided to the surface of the same you will be surfaced to the same provided to the same





### IN THE YEAR 3000, THERE



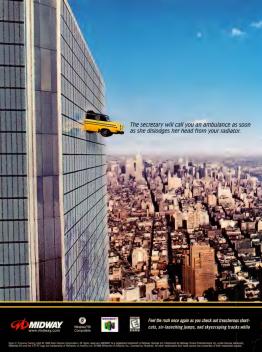


### **ARE NO PETTING ZOOS.**





Silicán Valley, a space station used to harbor outling-edge technology, has disappeared. Now, in the year 3000, it's on a collision course with Earth, You must not only think like the wacked-out beings who inhabit it is incredibly lavish environments, you must become them. Only then will you be able to undeed, the mysteries of the Yalley and save our planet. Whatever you do, do not attempt to feed the animals.





shredding asphalt in eight new cities, including New York, Hollywood, Honolulu and Las Vegas. Don't just break the speed limit. Smash the sound barrier.

From the makers of the #1 Nintendo 64 hit. San Francisco Rush".





Unlock secret keys.



Explore the possibilities of driving backward.



Choose from one of ten new souped-up sets of wheels.







kepty anti-pliesing blar this Mistendo games seem to level. and everything names at breakneck speed. What more could you pentibly went from a west generation Sonic game? What we have in Torric Advances in the securitary perfect continuous of branchis, to be graphics and mind-altering retucity.

The first sports among you may have read on regree of the soline against Well sites that Sonic Adventure is an RMC, it built. It's a 58 action game of the highest order that just happens to feature six different playable clieneries who all see the more differently it's leased on Earth last Seeich. Supposed of Markins and all feature same character intention. We mile a Zelda style game though. It diseas's book an Flool Fantacy territory At its heart, this is the game that Sega mally resided three years ago on the Salore is combet the lifes of Marke, Creal Bandloot; Gas and the marking sine of brandess speaks.



# Sega back in the source of the

By Crispin Boyer and John Davison



















In fact, if touth be told the whole thing actually started off as a project for the Saturn. Yuji Naka and the Sonic Team have been working on the project now for some



orenikessile time. Senoces at Senor of America have indicated that, game has been in the works since (COT) are released. Sketchen

removed as an annual search as late was and once development began it was also found that the project was a safe to work as a safe to work

Desancast-based project was foot. Saals Tram non been working conveyed, leastly with like Dramonal hard-

From here, the

ware R&D team, and £Get has learned that some key features in the system hardware are schooling by written of Sonic Team, As not we are the latent made does one, but it's ladicative of the lavel of importance

the Some project has to the whole system philosophy. Naka-san and his beam are as important to Sega as Miyamoto-san is to Hintendo.

When Sonic Team worked on It GHTS and later Burning Rengers it was a 20-strong group. How as Sonic Adventure in resuring

# reader

and the get go as some accept page is new system, industry, page of the laws been debutting widelines on a would trust. Segs amough to car fin next consoli. But what do you garners think? After all, you've the law and the laws of the

the control of the co

Sega fans who can barely contain bladders at the prospect of porting the system. Nearly all eases to agree that, by latin the a triple-A mascot title, Seggisht track this time.

ight track this time.
If right, enough of our lie. We see the complex and the life.





### Name passive prime? We say, destr. in some of the freshest characters in all of view pare blottery, and the same Senie Assessment the military of the same than all the military of present what has the same

Brenden Transmith ErhopenOthe bridge set

ner market and

 I would have bought the limitarised on that he shad. Sould Adventure just making me water jump up and down and just see ye fine. Body Reyon.

 I blank Soale Advertiser to reny impursue la me Desarreact's success, became the sunit medid another Soole game after Soale 8 came out. If the Dysancial is to be reconsuled. Soole Adventure media to the allowed y tills. I must [Jones Allermans] a resort the matter graphics look not standing. The game plaries is great. July 20 is a great step for the securicant. I was going to buy a Dreadman landow Sonic, but Sonic just wide it, how you is going to be.

— modeld "K-Rampy" hand

— modeld "K-Rampy" hand

I havic Adventure looks life it will be a weak seen. I think the graphics are uso notice. The support much life Super Harrio Go ber civipalimite IX will definitely be worth the well. here has selvery managed to release year lastic games, and the last reliag they want to show its scene it we

Now, fighting the forces of evil costs \$10 less.



completion the team is up in searly 100 members-all working toward setting the game ready for an "end of year' release duty in layer, 40 present C's (Did continue as le



whether Sook will actually by a Launch game in Japan, Yuli Nasstated that "we are working on the The Intention of it being I much little, but because of the nature of developing a video game, it's hard to say if it will be on time. That's why it is set as this time as being released and of this year." As a feat of technic Adventure would sertainly appear to be something many special. The Iron travelled to provide the second many of which were to South America, searching for law loss to inspire levels for the game, Many of the texture mass are directly from the stand photos Taken in Septemble, Menior and Pers, At tou less at the armenshots throughout I wature, watch out for the inca levels. The degree of detail in the

breamcast, I want to see some more game No matter how good a game, Sonk Adventure alone won't make Dreamcast a nner. As of right now, I really have no thusiasm. Show me that they have so od third-party developers and I'll take a and look. If it was my choice, I'd boot onic and try to come up with a better musical

for Sega, something less annoying and more funny. Annoying muscots don't make it in this world. Bubsy taught us all that. Michael Drucker mikesdcool@aol.com

\*1 was interested in buying (the Druamicalt) fore the Sonic screens were shown, and Sonic Adventure only adds to my interest But I bought a Saturn and wasted a lot o' money and was hardly satisfied. ... I will e to wait a year or so to see how it to out and what the prices are like

-- Hugh Alston kom@direct.ca \* As for Sonic, I think it looks award and if the gameplay is good, I will disk [out] dough for it. I will take precauties ut) dough for it. I will take procusus ough. Sega has duped games in the past and better not again or their

company is as good as dead. Seen C. ball270080@aol.com

 Maving seen one too many Sega ayes tams fall (excluding the Genesis), i am voluctant to buy the Dreamcast, but I think I will wait and see how the market ous for it before risking potentially \$399 5399. ... I'm staying neutral until I can sake a fair judgement when it makes

-joe Usher

 I think the new Scale game tooks great, but I still don't think it was worth the wall They could have finished Sonic Xtreme for the Saturn, but they scrapped it for this one, which wasn't fair for Saturn owners. ... Son nameast. I will have to wait and see what of sinking my money into it like that TheRockRL@aol.com

more reasons to purchase the Dreamcast. lost a lot of hope in Sega when the Satu bombed. ... I think Sonic is a little dated. Segre needs a new mascot for the Dreamcast, or ey need to bring back as old one. Long the Alax Kidd -lohn Martin

BartSaos@aol.com

 The Sonic game looks menty nice ... in the going to stick with the Mintends 64 for the life. -Patrick McCormick

... the graphics are pretty good, but I dow't think it is going to be worth the wait. It have influenced my decision much at all to buy the breamcast. I don't think Sonic will be that him of a success. He is way past his prime. - Tyler Carner tider cameribletmell.com



. I've just never been a fan of Sega, A strong faeling has always told me to avoid the Saturn, and time has proven me right. I've been very timid about buying anything after 32x and Sega CD. I knew they would mess up the Saturn, too. ... So, NO, I won't be buying a breamcast till it's on solid, CHEAP ground and has a proven library of games Robert Black

minwo2d@prodigy.com • Based on Sega's previous success from a cough), I don't know if I'm going to buy ! I was never a big Sega fan

- Chris Accursi accursi@earthlink.net

textures is simply incredible, and Which of the following statements Sonic Adventure for the Dreamcast. after seeing the screenshots?

I'm not very impre

Dumb. Hate. Bad game. This reaffirms my hapes for the system

I'll definitely be getting a Dreamcast now.

I'm pretty impressed. promises many paid organic OF THE RESIDENCE PARTY.

1,499









BUT WHY NOT MAKE THEM SUFFER FIRST? TRY A STEEL GIRDER TO THE RIBS.







IN FACT, ON THESE INNER-CITY STREETS ALMOST ANYTHING CAN SECOME A TORTUJOUS CAN OF WHOOP-ASS. AND ONCE YOU OPEN IT, THERE'S NO STOPPING THE KILLER 3-D ACTION OR BOME-CRUSHING MOVES.









that's still "real" anuff. If you want to play a months pure with the technology, we take will now that the paste runs in high



resolution at families and smitsins a constant was sate of Gofps. There are very few products amend at the moment capable of making a limant like that. Fig. 6 colors a based PC games would be hard pressed to shift the hou,one plus polygons (secure that are being treated will every links in the Dreamcast's arsinal.



depend the obstime graphical

because, the game will also make use of the VMS pack with same form of A-Life-based product. No details have mally been anne as we go in press, turn Air the fact that the Vists game will integrate to way with Sonic

Adventure. A nurture Ma Confc, perhaps? As for the sound, the Magnest news we have is that all of the characters in the game talk. Senic loadly has a waked

So for it would seen that famous amount now stayed pretty much the same, we are fast, uses spin attacks, jumps ... you i ...... this usual stuff. As far as image goes their school at the kiddy-crowd for the comiss

Character harnes make had to impress out Big is, about ... a "big" cat, with a fishing we. less. Those of you familiar with the Same same history will no doubt be aware that the



Amond place Source and Committee (\$45 (\$4.5)) Miles Property has been Service formulations has been seen of the game already the character would seem to retain many

### [HOLD YOUR HAND OVER THIS PAGE.]

If you see a SHADOW, you've got until

efore 4

(madness)

descends upon th







Let's just hope that it's not as initialing as the kids' I' show character, when it is worked in the English. The voice sook is important to the planet as special or the planet as special or the planet as the planet as the planet in the planet is minuted or the planet in the planet in the planet in the planet is minuted in the planet in

seas that the Sock man



### knuckles

Debating in Sonic 3 way back when, Knurdles has always characteristically been the "autreme" element. He's also one of the five ancillarry characters to star in his own game (Knuckles Charoltic on 32A). Like Talls he retains his old abilities. Knuckles has been observed climbing and glidling in Sonic Adventum demos. What's an echideat i Linck it as, the had to.



talk with famour than along at pares point in the game, lock where these

on this next meet.

If the secte on the subject of sound, as an interesting side-cook, when Sags showed the years for the set time in Japan, the same grey recorded the crowd s 1 and sig.

Senior Sould Same Tales of during



(probably for when how higher with Dated, but the most earthphonormy power of information, or II agree, but you have to admit ith protty dark cool.

from a gamepley of endusion. It streety perfectly apparent that the game is going to be absolutely high. The incredible speed of the gameplay has obviously here a contributing faither in this.

amı

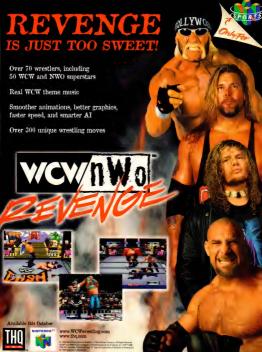
If is a pink charactor — must be a girl fleet, light? Those crazy Japanese developers, sel? Osignally appearing in the moderately successful Sonic CD, Any was cast as Sonic's "will be, word the girlifered, like how no indication as to whether they over "girl it, so." Apparently be repocially is running sway from danger — wassen, sh?

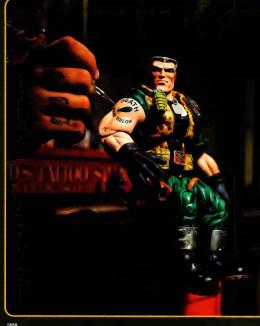


e-102r

He will not entirely clear have a robot cented, up being one of the "good gays," but as yearly probably aware, E-sour is another brand-new character. Brandishing a laser rifle, he's obthe first-ever ally character to have a unappear of my kind. Perviously only Robotolik and his minimum were armed.

critter







O'GOI Describtre Tressina L.C. Al gate served Consultan Internation is imposed of Describtre LLC, book pales "Existing Inc." Seales, in A gigin research Describtre Ask and the Booken And against exclamate or legislated business of District As is the LLC solar other coprise. All gigin research, for Internation of Sarry Computer Describtres, for

INCAPABLE OF FEELING PAIN. AT DISHING IT OUT.









The Commando Elite, The toughest, militare roughnecks ever inducted. Take 'em on Or fire up two-player mode and take control of the Commandos yourself. Either way, it's non-stop, show no mercy take no prisoners, all-out 3-D warfare. So lock n' load, soldier. You're good to go



w.smallsoldlersgame.com DREAMWORKS INTERACTIVE







After all, what's the point of hering original game-like bursts of vehiclity if the level structure doesn't allow you be anjuy \$7 falls can not big have have allowed been sensible his, and contract in \$5 time agree



ent than in the Spend Highway setine. Sonic hurtles through streets and a tea homes, between buildless, and hundains and laminaries and their seeks.

upo and dover buildings. Seeke buildings. Seeke buildings. Seeke bitte side of a sty-orraper mally has to be seen to be been to be b

The camera

system is actually sucher net proportion are not in the "lig picture" too. The setting over many that it is even to a use for a great play it improves to the effects of the setting of the thing, and the picture is the setting of the thing, as more importantly it acts as "passes yet proportion of the setting and the setting and the setting quilder. While Setting Quilder while Setting quilder while Setting and the setting and th

ou naturally follow what

# developer

o him is not have a limit to the control of the con



In Dreamcast technology soons to be and turn-on for the development or spots to ever importantly, the parity development seems to be a defining to suc. A stumber of developers insemented as that DirectX-based PC and be easily ported to Dreamcast in the season of the season of the arm of days arises to replantation.





The Sage Comment of the Sa

For Sega Law very improved with the mackine... I am becoming a life spaceage root for their over here nontribut they have produced just what is maded wort. They have also clearly intent their mistakes on Saturn. It is a many. They are allow to look very many. They are allow to look very

Pure Perry, Shiny Enemaniment

Freamcast will have the best driving a
mirrory of their accode division), the best
heat "are up (little) and with the news of
limits Adventure, possibly the best plantum
ment. It will have the graphics power in
heat person of their contractions.

ment to match high small FC and (as associated to associate MA associated for association as associated for associated for associated for the first time a console has batch the odgs is every possible way, for Saga to full to that you can be supported for the console match will also produced the console match will also console for the consoleration of t

Provet/R next-generation is fundamentally of different technology to gDFL. It's needer to get the best out of it but, whose yet do, cool features such as the hardware industries lighting and standows are invalidable of the second that the



### VENGERNCE IS REDUT TO SEE

The creakthrough sequel to the best sound origina

the story contin

escapes to more

revenge against the tyrannical League who

defeated them 155 years acu







### THE LIGHT OF DRY



THIS GAME IS GOING TO ROCK"- PSI

A SPECTACULAR CARREST MENT GENERALITICA







Dozens of space and land-based missions • 19 acts, 6 endings • Spectacular dog fights
Gustomizable and upgradable ships • 5 stunning and expansive solar systems

feels right according to the vision. chances are you're going to be head beg in the right direction. would appear that from a purely

So, from miner water seem so but it. dealen-oriented standpoint. Sonle Adventure is going to be a tough to beat. Despite this though, is it.



desires of game players around the

would! More importantly, will the ever-fickle lapanese ataku embasa Sega once ware! The Salarn half a rough ride all over the month. Genesis was certainly seeme place to the Super Famicion in James and more importantly is the segred. Switc was always a very life hill in C- United States and Companion pur never really a big char in Japan. Sonic Adventure's success here in the United States, bousses, is virtually assured. If the Dinamont faunches with it, and the price of the southing is night, the stame may wish singlehandedly establish the sys-I withe Japanese launch is a year in advance, Sexa Enterprises President Shoulchirou Irimailth stated that "currently several and titles are expected to be tower. titles," but appet from Goddillawhich is still an automost in terms of gamenting -- these are no firm names. I wantast to be a big success. needs to establish a strong hose w Japan. With such a firm foundation is Histe, we are assured a steady firm of high-calibre development from both sides of the Pacific. But to get a firm base in Japan, we need to see





\* Dreamcast is a fantastic opportunity for the industry. Since its spec is so much closer to PC than any consete before it, we will see a huge amount of developer support for the format and much closer dual SKU releases. The only By in the ointment is the response from y/Nintendo. I am sure that we will see a classic "spoiler" announcement from one or both on new technologies just around the time of the Dreamcast launch, If s has the desired effect of making pur hold onto their cash until the others hit time reets then Sega is stuffed

-Chris van Der Kund. Vis Interactive Dreamcast opens up so many more possibili-ties for innovation—of course, you'ti see a lot of pretty standard games from the usual sus pects (I won't name names) - a lot of platformers, Indycar titles, sports sims and so on but I reckon that the most creative developers will create a few really revolutionary products ever the technology, what really matters is software. Dreamcast really does rival Sega's arcade hardware, and I'm sure we can look forward to VF3, Rally 2 and a host of other top-quality conversions. Sega is also ideally poised to have the "killer app" that evaded Sony at PlayStation's launch—Sonic looks like it's going to blow Mario away once and for all ... only time will tell, though

-- Harry Holmwood, Pure Entertai \* I would say that Dreamcast looks golfa interesting from select me base name. The





marketplace surely could use a mine powerful mistiners, and we at Oddworld would love to see something out there that could help us realize our own personal needs -Sherry McKenna, Oddworld Inhabitants

. We feel we are heading to where the future of gaming lies-Dreamcast. As a developer lucky enough to be given the chance to werk with Sega from the start, we feel we have a unique opportunity to help make this. awesome console a success. -Bizarre Creations

\* It's a great honor to be working with Segs in this exciting new venture, I believe that Dragmoast is the platform that can armide the player with the most immersive, real and bollevable gameplay experience around. -- Andy Campbell, Red Lemon Studios

· Correctly we have no plant for development on the system.
- Modia Relations, Savere Soft









VIDEO GAMES

JEOPARDY!





Like most 50 exploration games, Sit's levels, leed off and recentle several commercials. Here's a rundown of the game's cool - If unincained - world types

At additional for any blad of game, we assure that a Same. Afterware takes many of its cost from the norms in South and Beauting then by his new orkers by Land. All he mostly was are



are of find the ice level. Now what game would be compare a and the (trumpet farface, please) desert level? Featuring some are minus graphics, this section is split into two parts: the exthat has of second title, what mire his clarifing phillips.



out world and principles of a shortest land for the Dommand Land-



with respectation from our or bearing. Beginning and



kinds from study has returned to the old actual load themse. moce than make up for it in graphical excellence. I ariv sermes have the Lave Mortal stone Senic leading on electronic feeding an making probabilists chapter Web and you see I seems



and from task an expedition in Louis America by companion. and the planatic achievement of their trea is this basic if may of he the most impressive world over in a video some. The base



I I Classic Soulc shift, thingbe the babes, w campaigned. leads from the early Genesia games - then picture them is much





need from details of VFs and Ouytona 2, for instance. Sega needs to push the system as being the enty machine that can really produce an adequated games.



Without a doubt. Sonic truly is rorgeous; for sheer "wow" value. The as impressive as any Model a. and shows that the wantered waste some forms the Correct time of aD accommand PC games, trimajiri san tella un Tourment high-end PCs with high and traphics boards provide promance near to what the Design van do and they may march a series time with year. But the a come of at the very high and I you think agent the lower- to min some.



Dissimicant will be ahead for three to four years. Miles have those a play consisting of appealing its Instant June Hilles PiCa."

Mark very impressive. But does the world still care about Sanic? More importantly, can the world handle a character that was leanched as a "dude with attitude." then dummied down for the kids! comic book and Saturday-morning TV crossit andy to be-



relaxioned as a "dude with even more attitude" (not to mention was (arge hands)? Very few major proerfiles have been through an inning











riges in appearance and sarvived. That said. Sonic is already a spectacular level of level The vibe summering the new glasse to alarmed an Marieta State Marit, Sonic II and an own other disastrons MARK-ins never happened Face it—in this country Sonic traditionally wells (EGM has put him on the cover more tiones than any Miles game charies ters but hope the man who brought us NIGHTS-which some consider everage-is up to performing Mivamotoeaque miracles of design. The fate of an entire system may

ry welf depend on it

Well, no surprise here. That Robotnik guy is back again for his usual turn-cute-animals-into-evil-robots high links--cept this time he's up to no good right here on Earth

ove precisely, Dr. Robotnik is digging around South serica, looking for a primal force known as Chaos. Now ou may have seen an Abvss-style lizard/water hybrid creature in some of the leaked Sonic Adventure materials. Well that's Chaos all right, and he's reportedly responsible for drowning an entire city and destroying everything in his wake. Worse still, Robotnik has been feeding Chaos with crystals to boost his already awesome destructive power. Now it's time for Sonic to do his thing—defeat Chaos, his ions and, of course, Dr. Robotnik himself





and S-C Da. Out the first than the property of the second second















CONTINUES
ON NINTENDO 64







OODY GOOD TIME AVAILABLE NO







Harvenire of Advisions, Inc. D 1998 Each month of Kulino Technologico. D 1998 Each Assistant, Inc. All rights reserved. Neurolog Assistant of Nissende of America Inc. O 19 Minardia of Nissende, The ratings issue is a trademark of the Nissende. The ratings issue is a trademark of

EXPLORE MEDIEVAL LONDON AS IGNATIUS OR NADIA.



## Buy an Arcade Game

Refore you toss out the LaZ-Roy to make room for your first stand-up, you gotta decide what kind of arcade game you want. And before you decide that, we need to fill you in on a few techie details. First, what's in an arcade game! Well, not a whole lot, If you're friends with an arcade operator, ask to see the inside of the latest game. What you'll generally see is the back of the monitor, a small power supply, a board or boards fastened to one side of the cabinet, and wires connecting the board to the loysticks, speakers and monitor. In this sense. games haven't changed much in the last 20 years; if you compare the guts of a Pac-Man coin-op to a modern machine, you'll see

largely the same things In general, there are two types of games. The first is the "conversion game, which is generally produced in "kit" form. When you buy a kit, you usually get the board and-if you're buying new or are really lucky-

cabinet artwork and a new set of sticks and buttons.

designed to plug

forewarned, though: Any game that requires more than the three buttons specified in the IAMMA standard will require additional wiring to connect the remaining buttons. Fortunately, if you can be satisfied with games from a single developer, their wiring harnesses with the extra buttons are usually standardized for all the company's games. and you'll have no trouble playing all their titles. (For example, Capcom didn't change the kick button connector between their CPS2 hardware and the newer CPS1 hardware, so if you wire your cabinet to play Street Fighter Zero 2 Alpha, vou can

pop a CPS3 board in with no rewiring and play some Street Fighter 3.3 Recently, some manufacturers have begun using modular

motherboards, in which only a cartridge or top replaced to switch games. This is

operators, since the investment required for a new game is often quite a bit less. The most notable

of these systems is the venerable Neo+Geo. which has been going strong for eight years. Other systems are Cancom's CPS2 (cartridge, based) and CPS3 (CD-ROM based) systems, as well as more obscure eear like Taito's Fa or Sega's Titan (basically the arcade version of the Saturn).

Another thing to be aware of is that monitor orientation can vary. Most games are horizontal, but

many games, especially shooters and older titles, are vertical, meaning the

cabinets that adhere to the JAMMA (Japanese Amusement Machine Manufacturer's

Association) standard - a s6-pin connector with a standardized pinout for power, video, audio and controllers. This standard name into favor in the mid-'8os, so most games after 1987 or so (and a few as early as 1986) have a JAMMA connector on them. It's usually easy to tell if you have a JAMMA board-just look near the connector and you'll see the word "IAMMA" silkscreened on the board. If not, be sure to confirm that it's a JAMMA board from the person who sold it to you.

If your goal is to own a huge assortment of Space—and money—on a correspondingly large assortment of arcade cabinets, then IAMMA-kit collecting is the way to go. As long as you own a generic JAMMA cabinet, you can play any JAMMA standard game by simply hooking the board to the JAMMA connector, called a harness, and flipping on the power. Be

monitor is rotated so degrees (like Raiden) One annoving thing about vertical games: The manufacturers never agreed on a standard as to whether they were going to rotate their screen to the left or to the right, so some games may appear upside-down in your cabinet Fortunately, this problem is usually fixed via a dipswitch or test-mode setting The second type of coin-on game is the "dedicated" system. This is a game that, when it rolled off the assembly line, was made for one purpose: To play game X. The pre-JAMMA games of the early '8ossuch as Pac-Man, Space Invaders, Frogger, etc.-tended to be of this type (although

they could often be converted to other games from the same company without too much hassle), as well as anything that has a non-iovstick controller or a special cabinet (i.e., Sega's Lost World or Daytona). to clear out plenty of room for these





stand-alone machines.



## **Dedicated Classics**



\$1,200, depending on condition and type of cabinet (upright or cockpit). Pac-Man

old games continue to make money, even 15 years after their release. The two most notable

classic earners are Galaga and Ms. Pac-Man. Because of their enduring appeal, these games still make around \$100 a week - not as much as a new game, but given that the cost of the machine was earned back years and years ago, it represents pure profit to the

operator. With this in mind, expect to pay more for games with this kind of longevity. (An interesting alternative to getting a real to purchase one of the

Capcom CPS3 games such as SFIII are modular, consisting of a CD and dongle cartridge. Conseque you can get new games pretty cheap (around \$300), as long as you have the CP53 hardwa

AMMA SFIII Dongle and boards. released a couple of years ago. There are two volumes: one with Galaga, Xevious and Mappy, and the second with Pac-Man, Dig Due and Rally X. They didn't face

you should be able to find them for under \$500.) Game prices also tend to follow a U-shaped curve, based on how old the game is. New

games are on the near end of the U, since the technology is high. As a game gets older, the

... Capcom CPS3 Discs new and the prices are stil.

kicks in, and prices increase as the games get more "collectible. Expect to pay as much as \$500 for a new cabinet with a 10-inch monitor, and up to \$800 for one with a 25-inch monitor. If you go to an auction and just buy some old cabinet with some crap game in it, soinch cabs have been seen for as low as \$50 and 25-inch cabs as low as \$300. If you buy used from an operator, you'll likely wind up getting a cabinet with a game in it, and the price will vary based on the condition of the cabinet and the age of the game. JAMMA board prices also vary wildly. New boards cost between \$1,500-2,000, and the price drops dramatically as time goes on. A game from 10 years ago typically costs between \$10-50 nowadays, unless the game was particularly rare. For newer games, the thing that affects its depreciation is its earning power, which in turn is affected by the presence of a home version, whether or not the same was popular, etc. Personally, I often wait until games drop below \$200 (if I can get system-based hardware. like a Neo\*Geo or a CPS2 "A" board) or \$100 otherwise. Usually, I only have to wait a couple of years for this to happen

prices drops steadily until you hit a point where nostalgia

There are several avenues you can take in acquiring JAMMA boards and/or cabinets. The first—and most expensive—option is to crack open the Yellow Pages (look under Amusement), call your local distributor and try to get him or her to sell you the game you want You'll probably succeed, if you're looking for a recent game and willing

## Step Two: Buying the Dang Thing ...

# BART + 007 - KERAMIT =





















## For Segaphiles Only

to pay the \$1,500-plus (or \$30,000-plus for a deluxe simulator) that they'll probably seek. Since this is outside the budget of

most sane people, the majority of us will have to look for second-hand bargains.

onitor with heavy burn-in ...

Burn-in is easy

to spot but a pain to fix.

You may be able to convince your local arcade operator to sell you that game you've had your eye on. Be warned: Most operators don't like dealing with collectors, since it takes them away from their core business of running their arcade.

unrin away noni their core ousiness or running melr arcade. (There's also the matter of customer support, in short, don't expect any) Also note that some Namco-owned arcades periodically sell their games, especially around Christmas, and you can get a good

their games, especially around Christmas, and you can get a good deal. Recently, many of the Namco arcades were selling games for as low as \$100 (for a Neo\*Geo with a 19" monitor)!

If you're lucky enough to live in the right place, you can attend an arcadegame auction. Auctions tend to be centered in the Midwest, although many are hald every few months in other cities (check our resources

sidebar for more auction information). Most nuclions are on Saturday and begin at 9 or so a.m. Inspection is held before the start of the auction, giving prospective buyers a chance to check out the merchandics. So, if you're planning to buy anything, show up early and make sure the game you want startally works. (See if you you can still play all the five games you went until life auction begins.) Oh, and

besides money and a large truck, there's one other vital thing to bring to an auction: a heavy-duty, so-foot extension cord. Inevitably, the game you want to play is 35 feet from the nearest outlet, and you

from the nearest outlet, and you can't count on being able to move the cabinet.

Finally, you can always order cabinets and boards through the mail—if you don't mind spending sky-high shipping fees (at least

\$350 for a cabinet). Check our Resource sidebar for reputable mail-order outfits. More often than not when buying a coin-op, what you

... and an OK display buying a coin-op, what you condition, and there are a few things you should check. Obviously, the most important thing is that it powers by before the condition, and there are a few things you should check. Obviously, the most important thing is that it powers up. But before you have the week this, take a a

important thing is that if powers up. But before you throw the switch, take a lock at the monitor. Since areade games often sit for house with the test "GAME OVER, CREDITS on" on the screen, you'll want to check the screen for burning. Burnin used to be a big problem with game systems in the late "you'selfay" loss and continues to be a problem with the pricer coil- op projection-type and continues to be a problem with the pricer coil- op projection-type do about it short of making the relative monitor.

Another thing to look for is "bloom" around the edges of the monitor. If you see colored shadows around white text, the monitor may be old enough that a "get-well kit" may be necessary. These kits contain

"get-well kit" may be necessary. These kits contain replacement capacitors, and should only be installed by a qualified technician, as highly dangerous yoltages are present around the monitor.

Things like broken josyticks and buttors are generally trivial. Replacements are easy enough to find via mail order and are usually inexpensive and fairly easy to replace. If you're not the kind of person who likes to get under the hood, though, be sure to inspect them a little more closely. Controllers like trackballs and steering wheels can be nather pennsiue, so

you should definitely give those controllers a few spins to make sure they work. If the cabinet is in particularly bad shape, be aware that replacement marquees

You'll need good luck and a wad of cash to take home a mint-condition classic machine. After all, remember ho you used to best on the machines when you were a kid

000

One note to collectors about Sega's high-end games (as well as Namco's 30 titles): They all use medium-resolution monitors, which means the boards won't simply plug into an average

one that housed a Sega or Namco game to begin with. Sega's Model 1 sames have dropped dramatically in price since as Racing came out. A typical price would be under one—well believe with \$52,000 plus they commanded on they came out, although still out of the price lasge and they came out, although still out of the price lasge.

Model a lighting parms on the nearly affordable, while the chiring games are rather operation, Duptons machines are still mear the \$in, operation, Duptons machines are still mear the \$in, operation to a complete machine. In Japan, Viz boards only cost sirvant \$5000, If you know sonone in Tolky, you might be able to get an areade-perfect Viz for a song. Model \$3.4 his \$1.5 hill new, expect to pay quite a bit. A Suppl GI \*vis in goes for around \$1,0000 and First in view game like Depont 2, providing \$1.000 and \$1.

Model 37 As It's still new, expect to pay quite a bit. Supper GT helin pose for anum 61 x noo usud. For a nin same like Daytons a, you'll pay around \$32, ooo for a delaum model. Supprisingly, though, importing Virtual Fighter 3 boards from jagan would only set you back around \$50,00 or built with 550 film per from most, people would pay for a single game, it's surprisingly affordable considering that the machines cort around \$50,000 when they came out.



are common, but that side art and control panel overlays are often difficult to find. If your goal is total restoration, and the cabinet has been to hell and back, you may want to

Once you find the parfect machine, all you need to do now is bring it home. Think about the size of your doorway's before you buy a huge cockpit; and the six of your doorway's before you buy a huge cockpit; and the six of the six o









## Step Three: Keepin' It Working ...

So you get the beast home, plug it in, and start reliving old memories. Thirty frenzied minutes later, your character seemingly slips into a digital come and no longer responds to your loystick. Now what do you do? Heading back to the place you bought it is probably futile; unfortunately, once you get a machine, you're generally on your own unless you're unusually good friends with the seller. Fortunately, most problems are

pretty easy to fix. There are several places where you can purchase parts like joysticks and buttons. A good place to start looking

on the Net is in the rec.zames.video.arcade.collecting newsgroup or the Addresses FAQ available at

www.spies.com/arcade. This site is a goldmine of technical information. If you're so inclined, you can learn a lot about repairing machines from the

Replacing broken sticks and buttons generally involves opening up the control panel and loosening the nuts below. For more serious problems, like a black screen, check the wiring in the cabinet, and make sure that there are no loose connections. Be very careful when doing this: If your cabinet is still plugged in, there are sometimes still points where 310 volts could easily zap you. This is akin to lamming your finger in a power outlet. It's an absolute necessity to unplug the machine before you start touching things inside, but



doing, it's best to leave this to the lech-savey collectors can often repair busted professionals. joysticks (too), but only qualified technicians should For the most part though, in a home environment, a game

should last a very lone time. After all, it was designed to withstand the rigors of a gameroom and its abusive customers. If you treat your machine well, it should need relatively little maintenance if it was in good shape to begin with. And before you know it, you'll have a room full of coin-ops, or at least a good assortment of JAMMA kits to slap into your trusty conversion cabinet, Eventually, you'll have brought the arcade home - and without the greasy loysticks, screamin' kids or feathered-hair bozos to cramo your high-scorin' style.

## Resource Guide

Veb FAQ Sites www.vaps.org: The Video Arcade Preservation Society. See what other collectors in your state have (don't ask them to sell their collections, thought) and browse KLOV, the Killer List of Video Games.

wiretap.area.com: This is a great source for technical.

www.spies.com/arcade: A goldmine of info on coin-op tech stuff, upcoming auctions, addresses for parts dealers, etc.

Rec.games.video.arcade.collecting: This is the primary Use rewsgroup about game collecting. You'd better read all of the

## abinet and Board Mail-Order Outfits www.pio-internet.or.jp/-fillmore/: This is the Fillmore games W

apan to the United States. This is a great site if you're interested in a broader game that has come out in the last course of years.

www.funcrafters.com: This is the Web site for Namco's chain arcades (Aladdin's Castle, Cyberstation and Time Out, among others). Check out Krazy Kurt's Game Sales — a good start in your

www.gwtrading.com: This is the Web site for Great Western

world, this Denver-based outfit sells restored coin-ops—and even iball machines-and will ship them anywhen

www.videoconnect.com: Video Connection is another good place to get more boards. You can call them at (800)44-H0T-K

Great Games Plus: Call (888)64-GAMES

Hugo Naumann Enterprises: (817)738-2688

RePlay and Play Meter magazine: These are quite a bit more expensive, as they are trade magazines, but the ads in the back will give you contact information for many more companies sell games. Both magazines have Web sites. RePlay is at ww.replaymag.com, and Play Meter is at www.playmeter.co

Auction Game Sales: Call (800)551-0660 for information

John DeGroof maintains a list of upcoming auctions at http://pww.netcom.com/~idegroof/arcade.html. You'll also

## Coin-op Glossary

"A" and "B" Board: This refers to the Capcom CPS2 atrade hardware. The 'A' board is the base mother-board, whereas the "B" open to the base mother-board, whereas the "B" open. The 'A' board is the base mother-board, you can buy multiple; "B" boards and swap them around to play different games. U.S. games have blue housings, playnese games are green, and games for other regions are encased in gray plastic, lapanese and U.S. games are compatible with each other, but the gay boards are not compatible with each other, but the gay boards are not compatible with each other, but the gay boards are only compatible.

Conversion: A cabinet that has had its guts replaced with another (usually never) game. Sometimes you see sad cases of conversions, like a classic Donkey Kong machine turned into a Mortal Komba.

**Dedicated:** A cabinet that was designed to house only one particular game. An example would be a Daytona machine, as it is not easily converted to another racing game (and you can forget about throwing a Tekken 3 board in it).

**Dipswitch:** These are banks of small switches on the motherboard used to change the game's configuration. Typical options include difficulty and number of coins needed to start a game. Newer games tend not to have dipswitches any more, in favor of EEPROM or NYRAM.

EEPROM: Electrically Erasable Programmable Read Only Memory, Used in most newer games to store system configuration information. Older games used either dipswitches or NVRAM to

Harness: This is the bundle of wires that connects the motherboard to the rest of the cabinet (power supply, video

audio, controllers).

\*\*Morizontal:\* This describes the way that the monitor is oriented in the cabinet—in this case, this is the same orientation as your

**Isolation Transformer:** This transformer sits between the monitor and the wall voltage. Its purpose is to protect you by isolating the monitor chaosis (as well as the rest of the cabinal) from the voltage coming from the wall. Although some newer monitors do not require an isolation transformer, most older monitors do. It's always a good felse to have one in an older cabinat unless you resilt.

JAMMA: Japan Amusement Machine Manufacturer's Association Often used to refer to the wiring standard created by JAMMA, used in most modern games. Kift: A package consisting of the game's motherboard, cabinet decals and marquee, used to convert an existing cabinet into a sew game (see Conversion).

Medium Resolut Iont: Some neuer games use theis higheren sonders he display sharper graphics. Mort Intellumes mediumsis and display the visuals from a casadard-resolution game. Examples of games that use medium-res monitors 220, Narc, All Sega Modeli z, Model z, and Model 3 games, Most Namco System 22: games. Billz, Mortal Kombal z.

NVRAM: Non-Volatile Random Access Memory. This is a type of memory hooked up to a battery backup or similar, used to hold high scores and pastern configuration information.

Pinout: This describes which wire should be connected to what (ii), a wiring harness (see Harness).

a wiring harness (see Harness).

Raster Monitor: Most games use this type of monitor. A rester monitor is similar to a TV, in that the electron beam scans

rasser monitor is similar to a 1 v, in the by line.

RGB: Red-Green-Blue. This is the type of video signal that a video game board outputs to the monitor. Most TVs will not accept this signal without conversion (similarly, only some carly multisyn:

video game board outputs to the monitor. Most TVs will not sockplith signal without conversion (similarly, only some early multisyns VGA monitors will accept the signal from an arcade game, so you should probably forget about using your computer's monitor as a display device).

Standard Resolution: Most games use this grade of monitor, which is similar to a TV in resolution. Most cabinets will have a monitor of this type installed.

Vector Monitor: Vector games used the electron beam to draw arbitary stocking times to draw fively making graphics, as opposed, but type of display, Start Wars, Tempest, Asteroids, (The Vectors, an leafy look home game system is the only home system to use a vector monitor as its display.)

Vertical: This describes the way that the monitor is oriented in the cabinet—vertical games have the monitor triviate go degrees, which makes it taller than it is wide. Most vertical shooters (as well as a large percentage of classic games) use this orientation because it allows the player to see further up the screen. Not only that, but il differentiates the game from its home equivalent. Examples of vertical games: Fax-Man, Gallago, Donkey Yong, Rat-Man, Callago, Donkey Yong, Rat-Man, Callago.

X-Y Monitor: See Vector.

## **Ideal Cabinets**

The second secon

Mac 1 feet

Neo•Geo MVS







# PURPLE

THE BEST-SELLING SYSTEM OF ALL TIME EVOLVES, AGAIN.

with the state of the state of



## COLOR Theory Key Features of the New Handhe

- · Can display up to 56 Colors simultaneously out of a palette of 32,000
- · Vibrant, Ultra-Crisp display based on proprietary technology developed by sharp

across the planet.

with elephantine Game Boy Color

is the logical

long-standing

"Project Atlantis"

Game Boy Pocketsize system with super-refined compatible with the original machine. Capable of displaying graphics in up to 56 colors from a palette of 32,000, the unit's power puts it at least on par with the Game Gear, the only obvious differences being that. one, the screen isn't back-lit; two, it doesn't binge on

For those of you

- · Compatible with all original Game Boy
- titles; Applies super Game Boy Color enhancement to SGB-compatible games



umors have been circulating about Game Boy Color since about a year after the now seemingly toaster-size original was released. After destroying competition from Sega's Game Gear and Atani's powerful but ultimately cursed Lynx, it seemed as if a color version wasn't needed. After all, there are now nearly 1.000 games available for the thing worldwide flust over 500 in the United States)





batteries like a Weight Watchers member eating cream cakes on a weekend off; and, three, it's neither cumbersome nor top expensive. (The system is \$70, placing it under the \$100 "hmm, I'll have to think about it" price point.) Nintendo is confident that the November release date will see five games: Tetris Deluxe, Quest for Camelot, Game & Watch Gallery 2, Bomberman Pocket







CGPPA DD 348

## **COLOR** Commentary

Standard link port

- · Bulge for largersixed AA batteries
- . Infrared com port for linking with other GBC units and who knows what else ...



Game Boy CI 0

ame Boy Pockel

Original Game Boy





## SOME things never



POUND your enemies to Mush!



FRY him 'til he's CRISP!



CRIND villains to Pieces!



SMASH 'em while Freefalling!

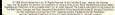


FEED the beast some Meat!



MOW 'em down on your Jetbike!

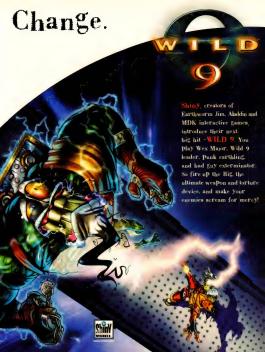






Available NOW!

Call 1-800-INTERPLAY or g





and Conker's Porket Tales, Alongside this, the system is also prepared for any old Game Boy games with Super Game Boy functionality-allowing them to be shown in limited colors just like on the Super NES. There's even going to be a user-definable palette. Also, plugging in certain "classic games" such as Zelda: A Link to the Past, Metroid II and other top-sellers will result in a sort of "Super Game Boy Plus" Mode in which the games are recolored specifically from the hardware. And Nintendo will continue to develop new color titles as well as rerelease classics optimized to use the 56-color palette.

As you can see from our lists here and in the News section this month, numerous third-party developers and publishers are already supporting the system-and rightly so. The Game Boy is the closest thing to a "mass market" system the video-game industry has ever seen. It transcends the usual hang-ups associated with most game systems ("it's geeky," "it's expensive") and simply buts a distraction straight into people's pockets. The revitalization of the Game Boy in this way can only be compared to something like Volkswagen's relaunch of the Beetle, an old concept, brought up

to date, but remaining "cool. EGM has been lucky enough to spend some time with a system prior to launch, and it has to be said that Nintendo has done an incredible job. Using a scalable technology, the machine has naturally evolved and retains all the elements that made it big in the first place. The new screen really does have to be seen to be believed. Although not back-lit, the colors remain vibrant, but more impressively the image is absolutely rock-solid. There's none of that borrible "shimmering" present on other color portable systems, while at the same time the screen appears to be of a much higher resolution though it really isn't). If there was ever a must-buy eadeet this Christmas, we think this is probably it.



the Game Boy Color's





Simulated picture











believe in technology

Gamespot TV weekends, @ 9:30AM EST



# Having trouble scoring? Maybe you should stay home and watch TV.

If you've got the moves but you just can't seem to get any action, we've got the show for you it's called "Gamessot TV" here of many programs you'll find no ZDTV. The ZP-hour television network decidate to compating and the internet, Here you'll find now product reviews and preview, gives tips, news and intights into the world of console and PC gaming, On our accompanying Web site you'll also find an archive of cheek codes and downloads - exerything you need to get the most out of your computer. Who knows. If may brow to be the best did now the TV was a support of the contraction of the company of the company

To request ZOTV, call your cable or satellite company or go to www.zdtv.com/getzdtv.



Television About Computing

OUR PROPERTY. You can watch 201V on DIRECTV (channel 273) and coming soon to the DISH Network.

You can't if you're

By the time you're reading this, Pokémon Fever should be well. under way here in the United States. Scheduled to release on Sept. 28 in both Red and Blue versions, Pokémon is the game that's been driving Japanese kids wild for well over two years.

Released in Japan in February 1996, Pokémon (known as Pocket Monsters in Japan) has gone on to sell more than 8 million copies and is the best-selling video game ever in Japan. Add to that a

ton of different kinds of Pokémon merchandise (card games, CDs, toys, comics, etc.), a hugely successful cartoon series (which is now in the United States as well-check

your local listings), and several Pokémon leagues and competitions, and you've got all the makings of a truly monstrous hit. Pokémon's premise is simple: The game is all

about collecting monsters. There are 150 monsters in the world of Pokémon, and your goal is to collect as



it attacks Small and very

Your PokeDex keeps stats and info on all of the Pokémon that you find.

Welcome to the







A major part of the fun in Pokémon is playing with your friends. If you've got a link cable, you can connect to your friends by going to the Cable Club at any Pokémon Center in the game. There you can trade sonsters (top right) or duty it but in buttle (buttom left and right).



Your monsters learn different types of special attacks as they level up.

### Pokémon TV



The Pokémon anime recently debuted on U.S. tolevision: If you haven't seen it yet, he sure to chack if end

many of them as possible in hones of becoming the world's premier Pokémon Trainer. In order to do this, you'll have to travel the world, pitting your monsters (you begin the game with just one) against other monsters-both wild and previously trained-in an effort to not only raise your monsters, but to canture new ones as well. The way this is all set up within the confines of a very cool single-player RPG quest is fabulous, but in truth it barely scratches the surface of what this game is all about.

As we said earlier, there are two versions of the



that'll help you move around faster.

## Pokémon Stadium





In Japan, Pokémon fever has already e its way to the N64 in the form káman Stadium Nie rémon Stadium, Nincendo's rame to support the new 64G With it, gamers can play their Boy Pokémon games on the ike it out with their ds (or the CPU) in full aD. No word on whether or not this coc cart is coming to the United Sta but we think the chances are go







Some monsters will evolve after reaching a certain level, some will evolve when traded over a link cable, and some will evolve only when a special item is used on them. Pokémon game - Red and Blue. Not all monsters are available on both games -- some are more common on one version than the other, and some are actually only available on one of the two versions. This is where the multiplayer aspect of Pokémon comes into play. By linking up with a friend, you can trade monsters from one Game Boy to another, and you can also pit your monsters against each other in a tournament-style battle. Basically, the only way you're going to be able to get all 150 monsters on one cart is to trade with friends which is what makes the game so darn fun (of course, having friends is key to making this work ....

There's also a third version of Pokémon in Japan that was only available through a special offer (if it comes here, It'd be the Green version), and a new Yellow version (Pokémon Pikachu) that just came out las month which can be connected to a Game Boy Printer to print out monster stats and such. Then of course, there's the all-new Pokémon Gold and Silver editions which are coming for GB and GB Color next year in Japan. Needless to say

there'll be plenty of Pokémon in the comina months (and years) to keep fans of the series satisfied. Be sure to check back next month when the Review Crew puts Pokémon to the test.



At the Pokémon Center, you can get your monsters healed access your PC (for storage, etc.) and link up with friends.













compare to other titles on the same system. The highest score well give a qurne is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that traly stands above everything stein in tis gener for its time. At the other end of the spectrum sits the lowest score and the spectrum sits the lowest score.

a genre can receive: a LO. This is the kind of genre you want to avoid at all costs. It's pare crop, as our scale (above) esplains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AM AVERAGE GRADE. Simple, ain't it?





Such is eaperly awaiting the arthoil of his personal December machine. With less than a meeth to go on Jopen all world, we leave his loom have a perfect here conversion of VT3, and to meetion whatever doe Sega decides to release with the system. And new that Opporth support on it looks like his decemp of a perfect pool of Streef Tighter. Ill or Streef Epither 12 is any score for revisional of Streef Tighter. Ill or Streef Epither 12 is any score for revisional

This is the time of year Shawn bles the most-oil least when it comes

to the number of games that make their way through the ESW offices

Sure, he may have to play a number of crappy games, but he gets to

loser every day. Shawn can't help thinking about all of the cool staff

play some real gems, too. And since the holiday season is getting

Shawn Smith



**Current Favorites** 

Favorite Genres

Action, Adventure

Body Harvest



be with a boat or tracking down scattered processes of an anders and free. At the while local te staffing herdes of Sternby Trougerspost of the staffing herdes of Sternby Trougerston in that cells yet put yet expension in that cells keeps things interesting. As in the Armiga Gasolit Modernier, you can be proceeded to the common of the common processes of the common processes of the common of the common processes of the common processes of the common of the common processes of the common processes of the common of the common processes of the common processes of the common of the common processes of the

There's considering incredibly groupy blood a game when'yes, can say, "Hey wouldn't polreally could lyes could be the." An extending coyouth yes, and you can large in the bucks, cope and was in substitionable and must cope and was in substitionable and must produce of the different gamelys demonstration for the different gamelys demonstration man's well morth the large was. John D Sure, the gapthies of table Physics of the lagidity and produced the supplies the lagidity and produced to such as the lagidity and lagid lagidity and lagidity and

Some, the graphica in body Harvest may be absolid and somewhat careful for the baseline and somewhat careful for day. They what it like about 11. Complementing that are the office in Solid inside in placement on that are the confirmation of the complement of the careful for the complement of the careful for the complement of the complement of the careful for the c

and their on long, seeing side or age of the lawy control of the seeing side of the seein



Paintaine Nationals
Developer Hudden Soft
Featured in Control
Hearth what ident understand about
Borberson Hearth and extend about
Borberson Hearth Anderstand Soft
Feature Hearth Work Soft
Feature Hearth Hearth Anderson Institute
Feature Hearth He

ready viction to design it assignation to deign as that III is no secret for improve all to his one played a Bonderman game that the Chrochest filedes on work shiftly above the played and the played and the chromtimate of the played and the chromtimate of the played and the basing up a member of the played and the played and basing up a member of the played and the played and basing up a member of the played and the played and basing up a member of the played and the played and the basing the played and the the played and the played and the played and the played and the the played and the played and the played and the played and the the played and the played and the played and the played and the the played and the the played and the the played and the pla

own rise indume or effects, longs. The output Maybe that would be large, too. 66th. Overall, this game is a rispor distiple. So the output Maybe that would be large, too. 66th. Overall, this game is walk at room, 200 feet and cape on something or medicarce. At suid of it his game is walk at room, 200 feet and cape on the output of the o

not to say you should steer clear. The perfix marker stilling species and collectible inters up the ropics, and this is a fair lattle adversary if a clear, so the ropics and this is a fair lattle adversary if it is a fair lattle adversary if it is a fair, significant to a clear, significant to the discontinuities of the content of the discontinuities. Or it is predicted to the content of the c

mep.ay.may turn off older gamen



Developer (Apparati Hansonder (1984) and (1984) and (1984) man of the control o

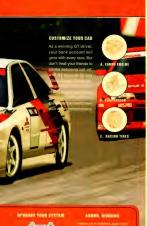
those makes freet jerks. So bassal) it's copy, but in good makes in the like it would be a property of the like it was a like it was

nate potential, set 1% too different for my man potential. The control of the con

tight. The novel two-glague Cocce Mode's conjected, but households during conjected by the conjected by the

## 166 CARS, 11 TRACKS, 1 CHECKERED FLAG







www.playstation.com







THE RACE IS ON.



The second second

sashed and gone to heaver.





Gettine tired of all the me too crap sames you'd give anything to get your hands on them? Well, I'm happy to say that F-Zero X 's bother me at all, but may annoy some of you) most part ... weil, nonexistent. But once you forget all about the backgroungs. It's nice to Multiplayer Mode and a super-cool Death Race Mode), especially after the nidiculously od, with some excellent remixes of the out Zero tunes (that main theme has always een a tryocke of mine), it's top had we'll robably never get to see the Track Editor

### one of its 16-6rt classics, F-Zero X is a dast, super-intense racer - an equal nix of style and solid gameplay. There's ju ethice totally coo, about zipping am s wild tracks with 20 other racers coy bruons ils noth co of tracks and loss of cars to open to the randomy generated X Co

on the 6a00 around the 00 seems to b

st about dead here ... thank God).

raise this game's get everyt

fan regild ush for Genetics

hat Nintendo has captured the maria Prep coast The ...

being a solid racer and do per NES version justice ankfully one hell of a chall

ne hell of a triast.

# KNIFE EDGE

Keife Edge is a rail shooter that plays like a light gun game without the light gun, It's not concept. The problem is, Knife Edge sics like Parizer Dragoon or StarBlade. The ic space station, a generic city, a generi canyon, etc. Nothing in the stages scream might find yourself yowning as you trudge boring enemies. The game, however, isn't. without its good points. Er, rather, its one

buttons). This gives Knife Edge some muchneeded depth since you'll have to skillfully aure and durk at the same time. Unfortunate a this caving grace isn't all it should be. codeing in the correct direction isn't as intative as it should be. You'd take a lot of unner escary has been so it's not clear which we you should lake. Second, you don't really

I'm not entirely wowed by Knife Edge but it is a fun game, and it's certainly so On summer now wall t stick works with a game like Krife Edge. It this a genre on the N64 not yet tao developers? I trink so, How 16. Durk to re? Dancal Walls Edge or an transpling total to any to the growing his

need to dodge that often you'll only

nic is a very lack uster game

Knife Edge is a poor-man's Gunblade NY and that's fine with me. I re N64 needs ight gup-type spooters like this, eye vistem doesn't have a light our (don't vorry-your crosshars control fine with tick) Doonite a nland selection of KE's quick pace and variety of enemi for intense gameoles, with flow battles be specially cool. The multiplayer

just can't get post the limited plan as of Saile Edge. I here are multiple as take necessaries and when because mean upward of eight or more. This feature and one of the saving grace tie. But in a game where all yo



While It's not quite as amazine as I was hore sne it'd be. NHL go for the NGC is still a very the little sound effects are fantastic but the Anyway though, enough about that stuff - o er. The One-player Mode has a couple of

glaring problems that keep me from giving the game a higher score, though, for one, o Proj. it's WAY too easy to breakaway (the

visutes flat, This is not good. Fortunatel not a problem on A1-Star of frigulty, but the CPU will make up for it by nooking as the ine, and hopking in NHL og is just way to nean and useful. Lake the Of line the that there's harri viewer any rehound a near the nets (the roalies catch at

ranchises hitting the Noc. NHL og is a gr The graphics, controls, amb shots pounding of SGR, NHL 99

snow EA's NHL line has been at time now I really like the way the co ave been simplified this year, Guid me gamenlay and solid or didn't care for was the play-by-pla























### Developer: Vivid Imag Featured In: EGM ITI

I from of a garre a bit like Mann fairt, but imperiod for it grants, are not better, the state of the state of the state of the state lake and an underling cooper fairth due to the state of the state of the state of the oxylvide from parts of the state of the mannal. I state or good published and till in a station promoting the state of the mannal. I state or good published and till in a state of the state of the state of the mannal. I state or good published and till in a state of the state of the state of the mannal state of the state of the mannal state the

imaginatin. Los ki at ill of the options that are in Makin Sara dysulve perity much go the idea. Treets a Graze Pirk Mose, charkings fore-one-orienting, lime eight, stages fore-one-orienting, lime eight, stages fore-one-orienting, lime stages fore-one-orienting, lime stages fore-one-orienting, lime stages, stages, stages, and protection or foreign and protection of the stages, and stages or orders. Associate foreign in the stages or orders a count foreign from stages or orders a count for eight stages. See Alla, Societtin get much for eight protection. See California order orders and stages or orders and stages

S. A.R.S. doesn't suffer too much from ans me position—all just not all that this The copylick are the copylick are the copylick and the copylick are the copylick are the copylick and the copylick and copylick and the copylick and the copylick an

S.C.A.R.S. seems a little rough around the edges when you like plans, and once you get there to the games controls, everything records a little roughes control in the profiles game, with stone of that amonging with and the gameling, while hardly repressionant, is well-balanced and fain at tricks the overall stone of that amonging with a deal to the carried of the gameling. While hardly repressionant, is well-balanced and fain at tricks the overall stone found agreen level March out are

And, it is not a specific control to the specific cont



## Developer: DMA Design Featured by EGM FIT

Distal as, Perfect Dare, Torsk 2..., you introyold by play to but the genera, and for a real part of the perfect of the Silaton Maley, This supprise game came out of the perfect of the perfect of the perfect of the Silaton Maley, This supprise game came out of the perfect of the perfect of the perfect of the silaton supprise of the perfect of the perfect of the silatons supprise of the perfect of the perfect of the silatons supprise of the perfect of the perfect of the constalled the perfect of the perfect of the perfect of the constalled the perfect of the perfect of

ammal for the joils, but they allowed for mulbiolise buildines for most objectives. This gives you a wait feeling of satisfaction when you can be seen to be satisfaction when you can be seen to be seen to be seen as the seen seen as the seen to be seen as the seen as the settles seed to be more to be seen as the settles when the must be of the seen as the settles when the seen of your seen as the seen as the seen of the seen as the



JOHN UP

A mother DMA game that — Fice Boy

Aunoted — stems to have been in development ferrors. And, also like Body disrect, the
maratimbo development effort really abous.

The game is a massive, furnis, supportly creatsocially a contrasting in can florpe the occasional amonging convex ample, within to hope
markety of critical and plazes, or way level





eveloper: Asmik

with the first plant of the pla



player, Training Mode or Cage Matches), but when you're having a blast in four-player far

Team or Battle Royal, you won't really ca

Overall, Revenge falls short of a few game







arly styled game released since the original

which would make this follow-up a well

onne relief for fans of the reace. Describi

Phantasma to anyone but the hardrone

nore affordable price now anyway.

there just isn't enough here to recommend

rmored Core lans out there (do you ever

nest?) If you don't own too original, and are

sterested in the same, sherk out Phantasm







ombat is OK, but I'd have liked to se





he truth is finally out ... Sushi laves to bowl also features the real tournament names and he graphics are good for a bowling game, Character models are animated well and he physics of the ball in relation to the lane, tures some of the most reliable ball spins ever seen in a bowling title. Put simply, the here are definitely ways to always get



#### GK that Brunswick Bowling is and of a wand game, Why? It's just strange how serious this ame takes itself with the different balls, oil othing special, and the same goes for the se niveles seem a little screwy on the ball. Overall, it's a little sloppy design-





# COLONY WARS: VENGEANCE

Developer: Psygnosis

nal in nearly every way. Visually, it's another homing energy blasts, laser cutters and Psycrosis' trademark stunning FMV, Best of sions of most space-combat sims, CW:V's 40 into distant targets-even taking on Boss-like strips. The ground-based in ssions make a great addition, too, with your dropship featuring new flight dynamics to master. Butand here's my major gripe - as difficult as Colorry Wars was, it was kitten play com-















ofte. Even if it clidn't have multiple ending

I'd play shrough it numerous times to try to

perfect new trap combinations or to disc

traps. This one's a keeper





MOTO RACER 2











and the second section is a second section of	8
Developer, Grenvin	r
Featured In: N/A	Ŀ
Motorhead? Hey is Lemmy in this game? Their song litte group that a) Mean Machine would go great. I won't beat around the bush, Motorhead is graphically a solid game if not a	
intle bland in the detail department. The dust grey, foggy graphics are a bit too N64-ish for me, particularly when the PlayStation is capa- ble of such intense colors. Many (but not all) of the Lamborshin-like cars lack intensisting	
detail as well. I say if you're gonna use nor- licensed vehicles, make them as interesting as possible. But nonetheless it's not that	l
major when there are more pressing flows in the game. For one, the powers liding doesn't feel convincing. It seems like the cars are on immibile spindles rotating a few degrees one	l
way, then rotating back. It looks and feels very automatic. And while powersliding is only one element of racing. It's important that	l



For Speed III does powers iding very wel.-





















"...the odds-on Goldeneve killer for PC." -Next Generation





30 Action Assault on World Terrorism

















#### THE REAL LINDERWORLD









S.C.A.R.S. I'm not condemning it completely, I fire younger kids will like it a lot. 1 just bump filled reads in cartoday vehicles gets old quite last. The cars themselves are loose

real numbers. About every few seconds

ng. Plus it takes your attention away from ne object of the game - blowin' exemi ne road! Also, for a racing game the frame te is a little slow, especially on multipl es. OK, so that's any older players may not like the game. Kids on the other hand a ike the simplicity of the gameplay, the rorph-type arimal vehicles and the br hics. So go tell Junior all about it.

og spent a lone time with the Noa was expecting this one to suffer a lit. ns of graphics. Thankfully, it more than Life carp, even without the faccy lightung Hoon further experiention it set eems to be a slightly better game on the layStation. The controls seem

or here and the music an or portriosty cuparing

hen I first played S.C.A.R.S., wasn't at Impressed. After playing for a while and the hang of the controls though, the started to grow on me. The graphics are one ful fas nice as the N64 week total is tight. Some of the tracks are a little ving (especially later ones), but design in stall coaths les end plying it a tox

've always thought that someone sh nake a racing game in the moid of Marie Kart on the PlayStation, S.C.A.R.S. comes retty close, with similar racing me nd calarful courses. What brings it down is at it doesn't have the norsenality to stund gwn. It's not good enough to be reided over say. WipeOut XL, and it's



edventures on the PlayStation. It has slick,

a Flable little guy, Heck, Sowre beats the snot out of my former favorite PS mascot. game. Gey-Enter the Gerko, in almost every ry level opens a cool bonus stage, but it's The addition of individual objectives, as in

amand vaped attack strategies depe their size. You'll play five flying sta uld nearly make a cool game on their own fact, the as levels are all well-design courage exploration. You'll see b ant areas that make you mumble.

ate. Bry a Defa N7 on the runtile of ut it's got just enough to it that it'll ke

Sovro is to the PlayStation what Banio Kazoole is to the Nintendo 64-20 y other game in its people that Sevre combines the two most

es you encounter al he graphics are among the finest seen on he PlayStation and the play cont erfectly tuned. The only sho

Tales of Destiny Jooks very much like it was

deep, involving game that's sure to please fans of old-school SNES-style RPGs. The though hardly mindblowing-but rather the Japan). Gameplas-wise, Tales delivers, The

the cooler Spells and Special attacks), and he dummeons are fabulous. They're well exigned, they're TOUGH, and they're all over he place. It took me over 40 hours to been I was actually trying to hurry. If you'll ne of those RPGers who likes to find even O is perfect for you there are lo hidden items and secrets, and a

is es of Dest my is a solid RPG Tyou go nd its old school ook know graphics "t matter, but nearly everything in t Still, the game is a lot of fun the most interesting part of the a

off at first, but if you stick with it you surprised to fine an RPG that's very may red toward fans of the pence. Fig. ce quite a bit, but the innevative tem makes 2 a lot more t This sucker is long, too.

ini chile PPG hains shouth ownerman to Bit. Colorful hand-drawn gra The game is s terestine Expusat



# ROCHESTER, VT 857W

1358 \$42.98 ESPN MBA Tongh

19/96 \$44.95

05/08 \$41.00 Bushels State 2 11/98 542:99 CSC Red Alert Retail

> 05/98 S41 90 Kersen Sacred Full

1998 \$35.50 Snoshout Keep 13.91 \$35.59 Dragon Warso

09/98 \$52.90

DOMA \$12.00 MBA care 29

12/55 \$58.9 FarMan 2 11/98 \$86.96 MBA Action 98 Nrs., All Star Hockey 50 1007 529 9

11.00 \$68.0 Star Wers Roque Squad 11/56 \$66.00 Shang Wedom

0998 \$43.9

NINTENDO 64

Crash Sundered Warper 11/98 \$42.99

Facing Sequel

Propositive Segretar 90 0856 \$41.9 0598 5439

PLAYSTATION Per FA Sports Marrory Card

05/98 \$44.90

11/90 544 96

11/98 \$33.95

06/96 \$42.95

DEUTS \$42.90

E0/99 \$44.99

1956 \$38.00

10/50 \$45.00

OB58 \$84.08 Contract page of War

0956 \$84.98 Crigit Killer

00/99 \$82.98 Wag r Knohl Favourh 08/98 532 99 History of the Works 15/94 537 99

1050 55590 World Ser as 88all 98

0000 \$44.00

15/98

Madden Football 59

NGAA Same Brasker 90

Colliford Abe's Exelus

Pric 18 World Your GOT

PITA Socoar 98 10/97 539/99

Sarcat 11/98 854 95

# www.cdmab.com/chips.html or pall 1-800-600-4263

Return from 2 PO/55 \$45 95

Sage Frontie

Taxes of Destroy 0050 \$44.99

DOM: \$45.90

£1.50 \$44.50

11/58 \$45.99

0958 547.95

0858 \$4298

03/96 \$28.90

9497 53939

10/96 186 9

HINT ROOKS

Final Famasy VI 05/98 534.95

Corp Spine

uner Silver Star Comp

**BOARD GAMES** 

Advanced Squad Leader 12/94 \$37.99

20/05 MAY 80 Resident End 3

09/95 \$45.99

0098 \$44.9

11/98 \$42.95

00/98 \$51.99

08/98 \$45/95

SATURN

# LEGEND OF ZELDA 64





ALYPSE



11/98

2/94





RALDHA'S DATE IS SEE

Sony PStation Grt Nits Diamond Sonic SBO PCI - 06/98 - \$179-9 9558 \$35.08 1550 Dairy Mirety Factor PCI 09/98, \$195/98 11/98 \$43.99 15/98 \$45.99 Into, MC & Discover accepted. Checks held 4 weeks. Maney Orders under \$200 same as cash 0.00 \$37.99 for the country of the cou See the control desired and potential to the part of t

\$39.99 \$39.9 9598 25/98 540.99 05/03 517:00 Februar to Knowledge 0558

548.90

Tonb Rader S

0959 544 9 0655 \$30.00 Heroes of M & M 3

11/55 \$29.99

Wpsc.t 64

30 Nevel Battles 11/90 \$49.90

COMPUTER GAMES & HARDWARE

10/98 \$37.96 Legend of Zelda Se

SM 96

OH ESE, \$500 Paging Ser 195-96 \$596-95



# THE INTENSOR SURVIVAL GUIDE

(Because we're not always going to be there to hold your trembling, sweaty little hand.)

Be warned: this is technology with

There's never been anything like Intensor. So feedback. It's being able to see, hear and feel in order to survive it, you need to understand the game you're playing like never before. All a few things. Like to begin with, you need to you have to do is hook it up to the audio lack know what a Sensory Garning Experience is of any system, play any game and hold on. It's complete immersion, It's intense tactile You may also want to say a little prayer



ITEM

- Left 2" Mid-Range Directional
- Right 2" Mid-Range Directional 5.25" Center Mid-Range
- 5.25" Low Frequency Tactile Driver
- High-Range Tweeter
- Tactile Intensity

  - Heavy-Duty Single Cord Connector
  - Ontional Office Chair Base
- Optional Subwoofer Headphone lack

Not everyone will have what it takes to handle Intensor's patented audio system After all, we're talking 5 high-performance built-in speakers with 108dB output Technically speaking, that means it's really loud. So for the neighbors' sake, you may want to use the headphone lack - which you can do without losing any tactile feedback. you should probably turn the thing down.





Fig. 2. At 19 pounds, Intensor is designed for quick evacuation in the event things get ugly (Shaky hands will appreciate the built-in molded carrying handle)

#### PART THREE

Be advised. With Intensor, you'll not only engine rev, every explosion, every kick will hear your games like never before, you'll, seem more real than you may want it to. So also feel them. In your back. In your legs, it's important to note that under this type of You'll feel sensations in places you never extreme duress, screaming in high-pitched

even knew you had. Which means every tones for one's mommy is quite common.





Gamine's effect on the human heart Those with heart conditions should proceed at their own risk



Fig. 5 Note: Players attempting to less than a good, stiff spine may be reduced to a vegetative state

Any medium. After this, no

From movies and CDs to all your favorite your current system, it actually transforms it. It may also do the same to you. Once

And there's no going back, it's the gaming version of the thousand-vard stare, You'll recognize it in others who've "been there" Seek them out. Talk to them. This therapeutic you take a seat, there's a new awareness. approach can help preserve your sanity.



Fig. 6. Intensor has been known to induce shock. In such cases, place victim flat on back, elevate legs 8 to 12 inches and call for help. (If victim begins vomiting, place him or her on one side to allow fluid drainage i



w.intensor.com

this carefully, proceed to your favorite gamma retailer.

Sensory Gamina Experience

















By XG's Andy 1

Special Chest Types

the enemies in the level. The baddies hold onto

aying About: tary gens are just lay-ne about. If you have

has to offer.

A good player shouldn't have any problems with them.

some randaling to get at the gens inside of it. Silver Chest his chest needs

tom or breath fire on Jewel Chest

Locked Chest Set'll need to find a

Invincible Chest You'll need to find a breel-specific way to

There is a difficult flying level hidden within the water of trains World. The key to opening it lies within a dragon you was alk to later on. Then you will be able to open the level.

Spyro the Dragon

S pyro's main gameplay element is finding all of the treasure in the game. Think of Spyro as a mas-When you're fighting the enemies eggs and dragons to find. If you manage to get them all, an extra level will open to you.

little patience and a lot of looking.

Spyro is a lot of fun. With a

you should be able to find all of

to kill. Three hits are all that it takes, merely bounce off and get whacked. The smaller enemies can be flamed as well, but if you see any armor on them, try rammine instead.

Finding Gems

you will want to know how to attack

that are scattered about the levels them. The larger enemies must be

> See Expert Gamer the complete walk-through! #52 for





You'll love the new 3-D graphics, deadly weapons and non-stop action. (Unless, of course, you're a boss).



Capcom's famed video game hero jumps into 30 in the most incredible Heage Han observative, yet Trackler classic. Heage Man shoot-'em-up extion... with even more of the huge bosses you expect, a rivesting storyline, and all the depth of the hottest RPG. Explore a vast 3-0 world in your quest to find the treasure of all treasures, the Mother Lode. It's Mega Man like you've never seen him before!







# Street Fighter Alpha 3

appeared in a Capcom fighting game. the lineup is the last remaining charody (for you history buffs out there acter from Final Fight who has not Haggar the huge brawler was in treet Fighter Alpha 3 is the

the same with a few differences, while will be listed been. Alpha titles. They are all essentially

> conneed to Yours Flames. His new mours new super in A-ism by doing two fireball motions and pressing Kick.

Akuma has been toned down more and more in each Sf garre. In this garre, he nclude a simple overhead and decent

westline/fighting game from a few Saturday Night Slam Masters, a previews, Cody is in prison alled. Unfortunately, he ryd enemies and was optime of Street Fighter games of the previous Alpha games. Along with a new group of fighters, Alpha modes of play each with senarate offers three entirely different idvantages and disadvantages

chool favorites Honda, Blanka, Vega As for the characters, the old ones have not changed much. Of course powerful than they used to be here, and some moves are less or very welcome characters are oldsee callout below).

doesn't seem to be a very

cowerful character.

he roster of tried-and-true Alpha

ook to XG ame as you remember them, have a ittle extra moves and do well against Another contaddition to

# Overall Strategies

more attacks. SFA1 is not culte as loose as

ssues of XG for the complete strategy guide See future

When your block as attack this corelinance 59Ag has a much more extensive juggling system that lets you hit on copenent into the

SC. If he does, his attack becomes unbockable. His "advancing guard" has also been ported from MSH vs SF by pressing forward while blockling and

strangest and most strategic of all the contestants. Using Gen in X-lan com-bines both of his styles and the effects

Isim: Same as he always was, of for a new super two firehal

Old Characters

# New Characters



4+K # # # X2+K 4 P x2+P Soin Drive Smash



ound Shave Ro

LK+MK+HK X+534 Same as Blanka, if you've played him,

Surprise Forward

Kind of a weak character, he seems 四十 平 計食 Rad Spray (when 4+4 4+4 Axle Knuckie Ruffian Kick ad Stone ode



Criminal Upper 1+4+b

R. Mika:



exa's moves haven't changed much, but he seems even faster than before, Ulng Izuna Droc Sky High Claw tolling Flash 4 4+1



\*\*\*\*

\*\*\*

you pretty much know him. Oni Musou

Her innerrit seems kind of na-She retains all three of her supers, and also gains additions to her regular

Can, which does explain a few thints damage, He also has a fake walking

gieff. Zangief has all the same is you've gotten used to, and a te nove special attacks which ma that much more of a bear. Zangiel





### The "-isms" \$ 4 PX2+K 4 PX2+P bow Hip Rush 720° + P \*\*\*\* lying Peach 360°+ K

gathered one to three levels of SC energy, you can make your It's predefermined. It costs the whole super meter to (which makes for hellishly tong charging times), but is recally more powerful than even an A-don Level 3 SC.

of your shadows by starting it with a weak or strong button. Once you have one-third of your meter filled, you can also per

Ne's lost his standing MK fick and gained a standing MP headbuilt. His flurricane Kick super is pretty larm, and If you miss with it, it serves you write.

Roce: This character is exactly the same, otherable if released life new tone Rolento: He moves forward during his freball Patriot Circle now, making him your opponent's built right after you

press LK twice) as well as a strange new charge when you do a freball motion and other than that it's the same old Ryu you know and love to hate. at He's beautifully animated in this game. He's also got a couple useful new sexular moves like his Take Kick (quickly













It seems the Trickman is still getting mail (good and bad) about the GoldenEye April Fools' joke we ran many months back. Some took it as it was supposed to be taken ... as a joke! Others were not amused. The Trickmoister has decided to fight back and provide a piethors of cool tricks for all of his readers to enjoy! Thanks go out to all Trickfans who keep

sanding in the most awasome tricks for the hottest games! Keep sending in your best codes, tricks and secrets to:

1920 Highland Avenue

Lombard, IL 60148 or send e-mail to: tricks@zd.com



### Trick of the Month MLB Featuring Ken Griffey Jr.

**WESOME CODES** 



To switt daily and the steament Name tip the Ballon

Amprile In the Ducklinks

Date Lat. Sweet Str.

PRINTED STREET

order us; to tret sed Herr od, Home Co



Win the World Series

# 99 LIVES AND EVERY REMOVE

At the Main Menu Screen,

M258FQRWslc8FQMILL



Rer without having to go through the entire game yeard also have 99 lives so my to best kind.



And the real of the seat one

# Gex 64

"Password." Now enter



Win Games and Accessories for your Tricks!



### Resident Evil 2: Dual Shock ver.







# World Cup 98





PLAY AS AKUMA AND DAN

Pocket Fighter



# Mortal Kombat 4

From the Main Menu, choose Arcule

Eventually, you will hear a voice and the







ess X on New Code and we any of these comes the results show

Madden **NFL 99** 





Secret Stadiums





# Turbo Prop Racing











interioral Special contractions (see and point last

### WarGame: Defcon 1



Lawer 2. November 1985 but makener Chich, X. Chich, X. Chich, X. Chick, X. C



### GameShark Codes

FOR PLAYSTATION AND NEA MayStation Codes

SAZMAN & ROBB

MA SHOOT OUT 'WE

MICAA FOOTBALL IN

Away Team Score or

WWF WAR ZOM

Mintendo 64 Cades

BANIO-KAZOOIE

# F-1 World Grand Prix

MINEN RACERS AND RONGS TRACK

or precision Start of the page 15 for data.

I encode Exhibition, on the state of the start of the major start of the start of s

when the pade cost the laters on the Manny to the word, chemis and word, chemis and word and the manny page and the find the department of the manny page and the find the manny page and word, and the page and word, and the page and word, and the page a



of the lates of



to the bary large.



The last last last



#### GameShark Codes Cont.

MYSTICAL NINJA infinite Health Bosscseroos8 Infinite Lives Bosscsefooog MYSTICAL NINJA Infinite Ryo (Mon

> OFF ROAD CHALLENGE Max. Nitros 8012(49)boooa May. Speed

8012c49boona Max. Speed 8012c4a3000a Max. Tires

WAR GODS Cheat Menu 803365930

WWF WAR ZONE Extra Characters 811384881000 8113848807ff 811384802000

NFL GameDay 99

EASIER ED

Film the Main Mem. 5.
Mehight and access the principle of the Conference of the Conference of the Easter Eggs option.
Now choose to add among in any of the conference of the

SEDITS - Shows games

EVEN TEAMS - Both many evenly matched, etG BALLS - Huge football MAMSTRUNG - Blow a form string after using speed band.

WEAK - Bad coverage BLINDERS - No penalties BIG HITS - Harder tacking STEEL LEG - Kick langer hard

poels
STICKEM - Tighter command
ITS IN THE FPS - Frame - Inchanges
Prince Time - More command

THE TUMMY - Hove To an advance of the control of th

NORD - Better running NORD - Players' last one aff Boto. PRESIDENTS - Players' last womes are all ox providents. NORD LEAGUE - Players' last

whe dit Bobo.

REESIDENTS - Players' last

MIDDETS - Pl

M

personner.

MOOPS - Players' last comes

nor all basketball players.

FLEA CIRCUS - Tiny players.

SRUDGE MATCH - Different

colored field and no good

pools

FLATING CARDS - Plat All

Walvers like cards.

players like code.
(LAT LAND - Flat players
BUINTON - Short, stock a
blayers
ROP WARNER - Shorts, lateria
players
SLIDESHOW - After the season

CRU SCORES - Better CPU offense CPU STUFIS - Better CPU sinfense HIND READER - CPU Liven

NOT PLAY.

OFFEE BREAK - FACHIN Jumicmed

MIMMERS - Bernin Jumic
inte

IDPETS - Players frame

Say Cham

**B** 



On the Cares Options Sures.



in the factor legs female, and pass of the cody metric



CART World Series

limi 🍕

-

PLEAT - PRACTICAL PROPERTY.

Million - Tomas

Tricks on this page are from the new magazine:

# EGM's Player's Guide to Sports Video Games

### NFL Quarterback Club '98

SECRET TEAMS, MANY CHEAT CODES

# Swittel Teams:

ha the Main Menu Scores, meen to the Enter Cheat Fumble Mode: GTNHNDS - Players constantly

Slippery Play: SPRSLYD-Players slip all ove

Blocky Hands: STYCKSHMOS - Plannes will always instmited Downs: OWNDRY - Enables on periodice

Small, Wide Players: IPNSMWP - All players are short

Many Cheat Codes: lift the Main Menu, access the Enter Cheat Option

8DWNDRV - Player gets eight downs RNLDSWZNGR - Strength attribute for all players is

# Hot Shots Golf (

To do this trick, you must first make sure that there are no memory cards in your system and a second controller must be plugged in. Now take controller 2 and hold the L1+L2+R1+R2 buttons simultaneously, before the Title Screen appears. While holding these, go to the Title Screen and immediately after the flash happens, press Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up Left, Right, Right, Left. You must quickly do the button code as the Hot Shots logo is bouncing in, and finish the code before it stops. Once you do this, you'll hear a

Course Select Screen you will see that all the courses are

now available!

# NHL Breakaway '98

A STATE OF THE PARTY OF THE PAR





## NCAA Football '98



Martin ther Recent from

# **SWEEPSTAKES** Grand Prize: (One Winner)

weekend of creepy tours in New Orleans, including a Voodoo cemetery, haunted history and a vampire tour!

First Prize: (One Winner) A PlayStation game console & copy of MediEvil

Second Prize: (Two Winners) A copy of MediEvil & a PlayStation Trahirt

Puzzle Kev: Use the following key to find the proper letters for the Mystery Phrase below.



(Final destination for the winner)	9 14
Resting Place for the Dead: (Sir Dan's Home, Well it was until Zarok meddled with	things) 6
Something Carved for Halloween: (Add some tentacles and it is one of Sir Dan's foes)	-7-17
It's Afraid of Garlic, Crosses & Sun	

Of he's in a bind. Sir Dan might use this as a weapon)

Mardi Gras Location

Favorite Chicken Piece:

(a.k.a. Sir Dan's "official" title)

Partner in Crime to Thunder Bolt: (While this may scare some, Color of the Sun: (Most defiantly NOT the color of Sir Dan)

A Very Long Trip: (Story behind Sir Dan's life)

Mystery Phrase: 12 15 4 18 10

rite your answer on a 3"x5" card and send to: MediEvil/EGM Mystery Phrase Contest, c/o Linzee International, 1306 Old County Road, Belmont, CA 94002 ModEvil EDM Ministers Present Content 1. No Purchase Necessary To enter, compete the prospored puzzle to reveal the "mystery phase" and send it to the address liabed AL answers must be season to control registry remain (Letters 1 in the National Assessment of the National Assessment of

of notification. Prize will be fortisted if winner is unable to travel during designated period. Winner and quest are responsible for all meets, cratures, and any other expenses not specified. (wo (2) First Price witness will receive a PlayStation garne consiste. Mindfull garne, and a one-year subscription to EGM magazine (a.r.) of \$250.001 Seven (7) Second Pray witness will each receive a PlayState-horized T-shirt. Medifiel game, and a one (1) year subscription to ESM mapazine (a, rv of 980 00). Sponsor reserves the right to substitute prize of equal value if prize is unavailable. Prizes are non-transforation and no substitutions allowed Plasses allow 8-10 needs for fetures of prize and/or have documentation. 3 Winners will be determined by a garage poses of advertising, trade, or promotion instruct further compensation, unless prohibited by law Employees of the Sponsor and its passet are although an adhlasted companies and their families are not stiggifted. Name of Sport of the Sport of t PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.

# Trickman's Reference Guide









all the game codes printed within the last six months of EGM. Note: This does not include GameShark codes or any other codes that use a peripheral attachment, Look for the update in next month's Tricks of the Trade. Issue #108

tig Roar	ps	Anto Destruct		Auto Destruct	75		15
A-Move 3	set	Ouke Nulsem 30		Okable	PS	Theme Resoltal	15
al Bepth	ps	Geo: Enter the Geolo			N54	X-Man Vs. Street Fighter	PS
me-G	164	Solder Eur (807	164	Lode Ronner	PS		
Enter the Becko	ps .	Pidal 30	05	Need for Speed III: Hot Pursuit	15		
t in the Shell	05	Quake 64	n64	Qualiz	SAF		
ratiqe 907	ps mid	Skullmonkeus	p5	Rescal	PS.		
AR 98	05	Segrephoand Kids	05	Reboot	PS		
monkeys	ps .	Spawe	ps .	San Francisco Rush	PS		
leen	e #109	lee	ue #110	lee	114	#111	- 4
1554	E #103	133	ue #110	133	uς		- 2
Saure	K4	All-Star Baseball '99	M64	All Star Baseball 99	864	N20	85
			M64 15	All Star Baseboll 99 Banjo-Kassolie			85 85
Saure		All-Star Baseball '99	M64 15	All Star Baseball 99	864	NEL Extreme Off Road Challenge	85
Gauge A Move 2: Arcade Edition Incorp Ocuspoon	N64 N64	All-Star Baseball '99 Hot Shots Golf	MM IS	All Star Baseboll 99 Banjo-Kassolie	ME4 NS4	N20 NFL Extreme	P5 P5 N54 N54
Bauge A Move 2: Assade Edition Insep Dungeon al Kombat 4	M64 M64 P5 M64	All-Star Baseball '99 Hot Shots Golf Jersey Davil	166 15 15 15	All Star Basehall 99 Banjo-Kanonie Bust-A-Move	ME4 ME4 ME4	NEL Extreme Off Road Challenge	PS NS4 NS4
Eauge A Move 2: Arrade Edition Mrsp Oungeon el Kombot 4 I For Speed III	NG4 NG4 PS NG4 PS NG4	All-Star Baseball '99 Hot Shots Golf Jensey Devil Mortal Kombet 4 NOO Pancer Drapon Saga	164 15 15 15	All Star Baseholl 99 Banjo-Kassolie Bust A-Mone F-Zern X	ME4 ME4 ME4 ME4	N20 NFL Extreme Off Road Challenge Rempage: World Tour	NSA NSA NSA NSA
Gauge A More 2: Arrade Edition Intep Outspeen el Kombet 4 I For Speed III	NG4 NG4 PS NG4 PS	All-Star Baseball '99 Hot Shots Gull Jersey Devil Mortel Kombet 4 N20	N64 15 15 15 15	All Star Baseholl 99 Banjo-Kasonie Bust-A-More F-Zeru X 6 Banius Game Boy Camera Mille Piacca's Sorke Zone	MEA MEA MEA MEA PS GS MEA	N20 NFL Extreme Off Road Challenge Rempage: World Tour Tondo!	PS NS4 NS4
Gauge A Move 2: Arsade Edition forsp Oungeon al Kombot 4 I Fan Speed III Breakawag 98	NG4 NG4 PS NG4 PS NG4	All-Star Baseball '99 Hot Shots Golf Jensey Devil Mortal Kombet 4 NOO Pancer Drapon Saga	N64 15 15 15 15 15 15 Sti	All Star Baseball 99 Banjo-Kassolie Boot-A-Mone F-Zeru X G Banks Game Bog Cameru	ME4 ME4 ME4 ME4 PS GS	N20 NFI, Extreme Off Road Challenge Rempage: World Your Tondo! VR Baseball 98	NSA NSA NSA NSA
Gauge A Move 2: Arsade Edition forsp Oungeon al Kombot 4 I Fan Speed III Breakawag 98	NG4 NG4 PS NG4 PS NG4	All-Ster Basehall '99 Hot Shets Golf Jersey Bevill Afortal Kombet 4 Mozal Panner Dragoon Saga Boad Rash 30	MM 6 6 6 6 8 8 8 8	All Star Baseholl 99 Banjo-Kasonie Bust-A-More F-Zeru X 6 Banius Game Boy Camera Mille Piacca's Sorke Zone	MEA MEA MEA MEA PS GS MEA	N20 NFI, Extreme Off Road Challenge Rempage: World Your Tondo! VR Baseball 98	15 164 15 15

# **NFL Blitz**



NHL St

a, and sow this is a the Perfection version in the Perfection version in the Perfection version in the Victoria of the Victori



# Kobe Bryant in **NBA** Courtside



SHEET TEAMS













OTE WIZARD WIRELESS FOR PS

Only one winner per household per month!

EXPERT GAMER



Correctly Answer a Series of Video Game Questions & Win!

OVIDED BY NUSY WWW.nubyonline.com Listen to Quartermann

THE HOTTEST 1















· Get the Latest Expert Gamer Codes & Tricks Hear Review Crew

Gossip Before It's in EGM!

Members' Game Ratinas!

# TOCA: Touring Car Championship

MANY CHEAT

----

CMIONX - To join tracks back up PATSCREEM - To obtain TOCA Showdown, mirro

CMTOON - Cartoon backgro CMDISCO - Voicanic track CMCOPIT K + Descriptor inc

Title AGE Score (1995)

ME OF RAY LOW SCORE (1995)

ENGINEER SCORE (1995)

**NFL Xtreme** 

LAYER ALTERATED

ter the following fin

All players walk arr 3Y - All players

Y - All players h

TINY TOM - All players are timy

Just leave them in the free-agent pool

so they don't have go of everything.



AND RESIDENCE.





Name and Address of the Owner, where

To fince: Send a legible photograph or a videotage showing the final Status Saimnary Screen from the Single-player Narmal Mode of the PlayStation® game Elemental Geatholt, along with a pay candor pusper containing your name, address, age and phose is into the Elemental Grandolt "Contains (or Working Designs, 1919; Class Creek Road, Bodding, CA, ploss.

# Elemental Gearbolt Contest

Grand Prize (1): \$10,000

First Prizes (a): Iemental Gearbolt™ Assassin Case with Gold GunCon

Runner-up Prizes (so): One-Year Subscription to EGM Entry Dendline: Jan. 15, 1999







Chalice 5 - 1 is located toward the lower-middle of the tree, You'll want to use the regular fire weapon to get it.







Chalice 5 - 2 is in the middle of the pole that is directly behind the crab-like monster as you're going up the tunnel. You'll want to use the water weapon to get it.

# Limited-Edition Video Game Magazines!



It's time again: time for Electronic Gam Monthly's annual Video Game Buver's Guide, EGM's crack staff pulls no punches as they tell it all.

- . FGM's Best and Worst Awards . Comprehensive look at all the systems
  - · Reviews of hundreds of games, old and new . Tons of tricks, cheats and codes
  - ON SALE 11/17/08

The Best Com Tricks, Codes and Cheats We cover everything from Nintendo 64 to Game Boy. If you're looking for the hottest tricks, codes and tips, this is the gaming magazine for you!



ON SALE 9/1/98



The Only Place To Go For N64 Previews, Reviews, Strategies and Codes The ultimate resource for Nintendo 64 fans, featuring reviews of all the latest games, previews of all the upcoming hits. tips, strategies and more! And

The Most Comprehensive Strategies and Reviews of the Hottest Sports Games Want to beat your friends in Madden NFL 99, NFL GameDay 99, NFL Blitz or NCAA Football oo? This is the book that will turn you into a video gridiron legend.

ON SALE 0/20/08



ON SALE 12/1/98

Find one for sure at: Software Etc., Babbages, K mart, Wal-Mart, Electronics Boutique, Waldenbooks, Target, Borders, Crown Books, Barnes & Noble















# **Get Some!**

Cool stuff you could probably live without, but shouldn't



#### O 3D Made Easy Getting Storted with 3D: A Designer's

Guide to 3D Graphies and illustration is a must-have book for anyone who is interested in the creation of 3D scenes and graphics. This book is loaded with toos of USA floody-style into graphics and 3D flustrations which turn the techno-babble world of 3D art into a fun place to explore. While not a strict how-to guide, the book does present a slew of tricks and tips to use with the 3D program of your choice.

#### Price \$35 For more information www.peachoit.com Phone (800) 283-9444

Two DVDs Are Better Than One
If you have been drooling at the mouth for a DVD player, Sony has a couple of hot systems designed
to make you part with your cash faster than Sega comes out with new video game systems! Sony's,
DVD Discome (right) allows you to take moves and music wherever you go. Spin a few tanes while

you lay on the beach, then bring it home and patch it into your TV for all needs. While the EVIV Discuss in the cat's meany in portability, the Coool is king of the hill at home. It is five-disc carousel lets you load up for the ullimate mild of both music Cbs you load up for the ullimate mild of both music Cbs during the cooperation of the part of the

Price \$799 DVD Discman, Price TBD DVP-C600D For more information

Www.sony.com Phone (800) 222-7669





#### Wooklee Here! Rest assured, much like the Star Wars movies themselves. Star Wars:

Behind the Adopt's sone interactive. CO you will want to see again and again. An elegant interface helps you amarigate all aspects of the Star Was universe. Check out the scene by-some branches of earth of the scene branches of earth of the scene branches and footage (like actor screen beats). There are profiles of all your favorite characters, plus the spees and biaponits of the order of the scene branches and footage (like actor screen beats). There are profiles of all your favorite characters, plus the spees and biaponits of every whether you can think of Helf—there's more Scor Police (life) are than you can shake a five sind here than you can shake a star biaponits of the profiles of all your star biaponits of the profiles of all your star biaponits of the profiles of all your star biaponits of the screen branches and the screen branches are started to the screen branches and the screen branches are started to the screen branches and the screen branches are started to the screen branches and the screen branches are started to the screen branches and the screen branches are started to the screen branches and the screen branches are screen branches.

#### Price \$30 For more information www.lucasarts.com Phone (888) \$32 4263





by Shawn "Secret Chimp" Smith

# Final Word



### Video Games In the Mainstream

ot too long ago, if you slayers video games you were considered a god. I would not sometime to be a considered as god. I want to sometime the links on overweight or mail neurished, sind of supply with slays, his chare-squire or mail to be a considered as a considered with the considere

media, among other sour Mossackays things and different—at least some things, and the pizza and Mountain Dew Sell remain. ... maybe even it es smill, but i mow it's kind of hij to be in the kinow about truly visalt, your parents way still give you gned about playing a tot of games and not doing something "Localia" with your time, but gaming is accepted more now

time that is ever has been stoken, fair, and in can of popular genes are not cool in the made points of society which you, the made points of society which you, the made points of society which you. So that things a to the picture of Beeck in the middle of this page. Why is there if in a same, slock expresentation some "t some" came out. As time possess the continued making musc, progle started stating notice of its musc. Some "t some" came out. As the possess are less that the stating musc, progle started stating notice of its musc. Some "t some" came out to some "t some "t some out some "t some "t some out." As Beet made some out. The som

Beck was the most popular around. Now ne's in the ma and, for the most part, peowhat he's doing and how hit—even if they don't get it Gamars once represented slack. All fivey did was sil around and play games, while moss gives on their backs. They didn't do anything with their lives—all least their's what most people thought. But then, new technically are around and developers started making games that caught the year of people who normally didn't play games. This wasn't too long ago either—not long after the PhysSatist came out. The areneral public started.

dibafore anyone knew it, the game dustry was as popular and made one woney than the movie industry. Who knew?

Who knew?

Like it or not, video games are in the mainstream now And because of that

the riginsheam now. And because of that, gamers are no longer looked at as being lame. For the most part this jump into moinstream is a good thing. Sure, there are cons to populantly but at least there are a but of new geople being

The coolest thing about it from my persocrible is how Beck still represents as in a sense. As people started recognizing how interesting and

States recognizing so side his master was the respect him. Likewise, as people start-iner de recognizing how cool some games wees, they started especting them and the people inswheed with them—and the people inswheed with them and the people inswheed with the people in the people in the people in the people recognized with the people in the

lot of serse.

By the way, I have to send a shout oout to Beck, Don't forget to keep an again and the for his rape allow realized.



#### ZD INC. CHAIRMAN AND CEO Eric Hippeau

Chief Fhancal Officer Timotry O'Snen
President, ZD Audiohing Clause P. Sheer
President, ZD Market Intelligence Bob Brown
President, ZD Comdas,
Jason Chudooful
Jason Chudooful

President, ZD Brond and Terr His brooke Marriet Services

President, ZD Harmet Inductions Dan Rosensieting President, ZD Education Bill Jam Rosenthal

Human Resources

Senior Vice President. Darys R. Otto
Planning and Development

Vice President. Steve Gladystevskii

Vice Prosident, Stave Gladystewski Information Systems Vice Prosident, General , Maidolin Morris Counsel and Secretary

Vice President, Numer Resources, Titty/Nad Operations
Freehaler Thomas L. Wright

Conporate Sales
Executive Vice Probates: the Sulespie
20 Media Notinon's
Executive Director: yell Bruce
Executive Director: Sold Majory

ZD Brand 8. Market Services
Shook Services

Vice President Eldo Valle Corperate Research

Vice President, Herb Stern
20 Brand Management

Director, Corporate Relations Gregory, achoe

ZD PUBLISHING
President Claude P. She
Executive Vice President Don Byrnes
Line Ham Vice Position Claus Donbor

Executive Vice President | Jack Dislore |
Executive Vice President | A. Dislor co |
Executive Vice President | Thamps McGrade

Executive Vice President Mornai, Mille Sensor Vice President Mancy Newman Vice President Boo Bader Vice President John Dadge

> Wite President Reger Hermann Wite President Janathan Lake Wite President Enr Lindqu's:

Vice President | Jim Manning Vice President Chanas Mass Vice President | James F. Ramale Vice President | Paul Somerson

Vice President - Marie Van Name Executive Director, Leonaling - Gertrud Bostnan Director, Bencimark Operation - Bill Catchings

> Ziff-Davis, A SOFTBANK Company



# The Guide Your Best!

Codes Tips Strategies



What is Expert Gamer?

- 1000s of tricks and codes for all systems!
- Incredibly detailed Maps reveal every secret and item!
- Playing Tips and Strategies from the experts themselves.
- Features on special Controllers and Peripherals.

On Newsstands Everywhere!







# Official agazine

Colony Wars: Vengeance, G Darius, Dragon Seeds, MediEvil, WarGames, Future Cop: L.A.P.D.

plus 8 video previews of: Crash Bandicoot: WARPED, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack, T'ai Fu and Rugrats

Metal Gear Solid



# **BRE Software** Credit Card Orders: (209) 432-2684



# your old games/systems Receive a check back or purchase other titles of your choice - Prices in this ad good thru Nov 30, 1998



New Games Available for PlayStation and Nintendo 64 - Call for latest titles and items not listed below New PlayStation Accessories

No Boxes? No Instructions? No Problem!!



N64

CASH for systems

TO SELI

TO BUY

BRE Software

\$19.95 Each Buy 3 Get 1 FREE

pecials and ordering www.BRESoftware.com

















TOMMO"













Fax: (626) 839-8751 email: tommogames@aol.com

# STRONIG ADVERTISER INDEX ..... 56-57, 96-97,224-225 989 Studios ..... ASC Games . . . . . . Bluze USA. www.xgeargames.com Crystal Dynamics Electronic Arts . . . . . . 28-29, 64-65, 152-153, 196-197, 218-219 Electronics Boutique ... Fox interactive Sports . . . . www.foxsportsinteractive.com Funco .... www.funcoland.com . . 4-5, 45, 60, 87, 144, 180, 100-201 Reality Quest..... www.theglove.com Rocket Game Products ony Computer Ent. 16R-168, 160-161, 162-163 fecmo, Inc. ommo, Inc...... rgin Interactive Ent... orking Designs..... www.workingdesigns.com

# Nancolland SuperStore

# 1000's More Titles Available!

Want Something? Can't Find It?

WE'VE GOT IT!

We Sell Previously Played Video Games, Decks & Accessories

at Great Prices We also Sell New Products!

612-946-8102















#### Online Ordering!! For the Hottest Tips & he Hottest Games at the Hottest Prices Check us out! http://www.funcoland.com

SEGA

All Games Come With a 90 Day Warranty! YEAR Warranties are Availa 612-946-8102



# ${ m R}$ GAMES





S 19.99 EACH PLUS SAN

. Same champions are game specific cheat cartridges preleaded with cool cheats are came saves for the bidgest and best PlacStation IN camers. . Gain best times, regains an account super strength, extra weapons, and account those levels and vehicles you only ever dreamed of playing. . No came codes needed, simply plug into your memory card slot and play to win.

GAME CHAMPION - GAME SAVE CHEAT CARTRIDGES JULIA ARI E FOR-FINAL FANTASY VII." \* RESIDENT EVIL 2." \* FERMEN." 3 \* GRAN TURISMO.



If you don't have GameShark's Version 2.0 o higher you are missing out on cheats for the half games, cool utility programs, and Rocket's GameSharl Upgrade your PloxStation™ GameShark™ to the latest Version . Dograde your SameShark\*\* Cheat code library mply send us your GameShark™ in a package tided "Rocket lipgrade" to the address below, and we'll do the rest in 14 day's or less \$ 19.99 PLUS S&H

#### New Products AMEBOOSTER - For PlayStation\*\*

Play all your favorite CameBoy<sup>TM</sup> games on your PlayStation™ console. • Games are viewed full screen in full color! S 49,99 PLUS SAH

SHARRLINK - Versions available for PleyStation TM, NG4TM, & Sature TM . Use the newer of your PC to search your Mile

PlaxStation™ or Saturn™ consale to create your own fantastic GameShark\*\* codes . Easy to use - sust hook up and get S 49.99 PLUS SAN

CAMESHARKTY ENHANCEMENT CO For PlayStation<sup>TN</sup>

. This CD adds a new range of features to your PlauStotion\*\*\* GameShark\*\*\*. . Contains the latest cheat libraries, version upgrades. game save cheets & much more

 Bequires version 2.0 GameShark\*\* or later. S 19.99 PLUS SAH

INTERACTOR VEST For any console or home computer . Add Extra Easther's to your founds N64\*\*\*, PlayStation\*\*\*, Saturn\*\*\*, or home computer games . Punches,

kicks and collisions now feel real Complete with Joit interface to release 'Jolf effects from within N64" "Rumble' titles.

\$ 29 99 page can



all decided to the racing or combat game basels. Racing and Combat champion have built in sees for the biggest and best racing or contact games. RADING or DOMEST CHAMPION \$ 19.99 each PLUS SAH

Create your own PlusStation for chest carbridges, with this powerful utility. Select from the hundreds of chests suspelies or download from the internet. Send & necesse game saves over the internet, and much more. S. 39, 99 pt 115 S.L.H.

A classic compilation of degree of game save cheats for the biagest and best PlayStation™ games. Suis levels, me hidden characters, gain maximum scores - the power is in your hands! \$ 29.99 PLUS S&H

SHI)CXXWWE - Force Feedback brings your NS4"\* Controller to Ills. Punches, kicks, collisions now feel real Compatible with ALL NS4TH games! \$ 29,99 PLBS SAM **SAMEROOSTER** 

May all your favorite GameBoy\*\*\* games on your Nintendo®64 console. Games are view full screen in full color! \$ 49.99 PLUS SAN N64 CHEAT DEVELOPMENT KIT - A powerful cheat training system for GameShark\*\*\* owner-

allows you to find and create your own N64\*\* game codes. The Developers Kit also incresses you N64" memory to 8 Meg! Contains several powerful utilities - a must fer the hacker: \$ 89.99 PLUS SAN

#### Also Available from Rocket For PlayStation™

INTRA BACER \$ 24.99 PUS SAN S 54,99 PUIS SAN VO RACING WAFE

C 44 00 aur rev ARCADE SHARK SHARK PAD PRO 64<sup>2</sup> S 24.99 PUR SER

LIGHT BLASTER S 22,99 PLUS SAN PS ARCADE \$ 44.99 PLUS SAM BARRACUDA \$ 23.99 PLUS SAN ULTRA RACER \$ 24.99 PLUS SAN PROGRAM PAD \$ 19.99 PLUS SA

VS RACING WHEEL \$ 54.99 PUR SAN





13131 56th Court Suite 303 Clearwater, FL 33760



ORDER ONLINE NOW 7 days delivery on stock items TEL: (813) 572 1096 FAX: (813) 572 1455

email: sales@RocketGameProducts.com

# Next Month



ECM interviewe George Romero writer/director of the upcomine Resident Evil movie



Does Solid Snake have what it takes to impress EGM's Review Crew?

breath a sigh of relief The title that drew many heads to the shelves Check out what EGM has to say about the



=(5112(0)))(5

# December 1998

EGM rings in the holidays in our December issue with an in-depth cover story on "the forever-in-themaking" Zelda 64. Also our review crew puts Metal Gear Solid through their tests and tells how likely gamers are to find this title on the shelves

this holiday season.

Zombies on the big screen? EGM gets inside the mind of writer/director George Romero to find out how "true to the game" he intends the Resident Evil movie to be. Will the feature film actually be carrying an "R" rating or will the gore be replaced with "less offen-

sive" content?

customers to the system from its launch finally new 3D world of Hyrule



# EXPERT GAMER



On sale date Oct. 20

From an in-depth level-by-level Metal Gear Solid is one of walk-through to detailed maps, the the most-anticipated gar guide will have everything gamers of the year, and the XG need to conquer this game guide on the game will defi It'll be wrestling mania in our nitely be the most-needed next issue, because guides for



Wars: Vengeance will make choosing the right character weapon, ending, etc. easier.

Expert Gamer's November issue will contain one of the most extensive guides on Metal Gear Solid.



all the right moves for WWF War Zone (pictured above) and WCW/NWO Revence

WWF War Zone and WCW/NWO Revenge will provide all the cool moves for everybody's favorite good guys and rotten baddles. XG's Colony Wars: Vengeance strategy guide will help you pick the right character and weapons defeat the Bosses and show a few of the different endings.





Not since Star Wars has space combat been as exciting as Coloni Wars: Vengeance (left), And speaking of excitement, the second sequel to the biggest-selling PlayStation game of all time is almost here, and its name is Crash Bandicoot: WARPED (right).

We have comprehensive reviews

We're stuffing the Official U.S. PlayStation Magazine's November issue with plenty of in-depth previews for your holiday table including two hot sequels by the names of Crash Bandicoot: WARPED and Tomb Raider III. But (as usual) that's not all.

of Metal Gear Solid and Colony Wars: Vengeance as well as anoth er awesome demo disc that includes playable versions of G Darius and Future Cop L.A.P.D. And don't miss our comprehensive Metal Gear Solid strategy guidel

On sale date Oct. 13

There are plenty of cool new effects to make Tomb Raider III worth looking at, find out what they are in our preview

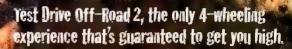


"All editorial content is subject to change



Screw the warranty...

# frequent Iniles,



- Nummer\* exclusive- The only place you'll drive the world famous Hummer.
- Awesome Soundtrack Foaturing: Sevendust, Gravity Kills, and Fear Factory
- Bual Shock® Analog Controller support- Vibration so real, you risk whiplash
- World Tour mode-Blow away your competition in any of 6 different track classes to open hidden tracks and buy new vehicles and/or upgrades.
- 12 gnarly tracks in 6 real world locations- Go muddoggin, spray rooster lails, blow snow, churn up sand and surf- or bash, crash and smash your opponents into boulders, trees, cliffs or mud pits.
- Choose from 20 killer vehicles!- Including all your favorite off-road behemotise. Dodge: Ram, Ford Explorer", Jeep, Wrangler, Ford F-150", Chenowth (FAY), Jeep, Grand Cherokee, Dodge: T-Rex and more...

For your free Test Flight, download the demo at www.accolade.com

To order direct, call 1.800.245.7744



Noo available on PC



air, off insane imms

Off-Road maybem at its hest!



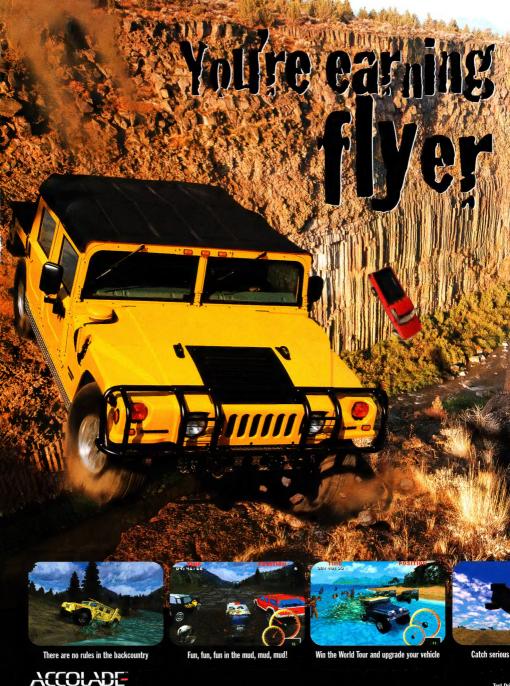










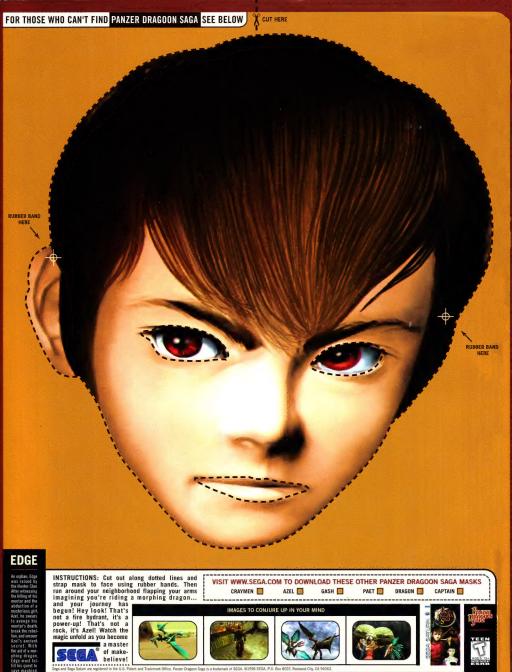


Test Dr PlaySta

# Youre earning frequent es Hies. Test Drive Off-Road 2, the only 4-wheeling experience that's guaranteed to get you high. Hummer exclusive- The only place you'll drive the world famous Hummer - Awesome Soundtrack Featuring: Sevendust, Gravity Kills, and Fear Factory Dual Shock® Analog Controller support- Vibration so real, you risk whiplash! World Tour mode- Blow away your competition in any of 6 different truck classes to open hidden tracks and buy new vehicles and/or upgrades. 12 gnarly tracks in 6 real world locations- Go muddoggin', spray rooster tails, blow snow, churn up sand and surf- or bash, crash and smash your opponents into boulders, trees. cliffs or mud pits. Choose from 20 killer vehicles!- Including all your favorite off-road behemoths-Dodge Ram, Ford Explorer", Jeep Wrangler, Ford F-150", Chenowth (FAV), Jeep Grand Cherokee, Dodge T-Rex and more... For your free Test Flight, download the demo at www.accolade.com Also available on PC To order direct, call 1.800.245.7744 TEST DRIVE There are no rules in the backcountry Fun, fun, fun in the mud, mud, mud! Win the World Tour and upgrade your vehicle Catch serious air, off insane jumps Off-Road mayhem at its best!

**ACCOLADE** 

GRADITY KILLS



# RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

